

end the video in the case. Y r mould, shape after superman.

{ FIVE YEARS AGO } [A dark bulge] Y one lunk, bridge home is N.

x me. i. n. { man in blackclava pushes y into river } breathe. g. g.

{ y were rescued by the mould (blue + yellow outfit) } { You assault it as a thief (M shapes into ambulance) }

[Hospital room] flowers in vase, bed, door, Mould wants to talk.

talk to mould. 1. x hands (blue herton right hand) talk to mould. 2. (think mould)

mould. yes. mould (1: electrode, 2: wet sponge, 3: monkey tail) 1.

{ ONE YEAR AGO } Y were 'Handmade', a sidekick. { parents were kidnapping scientists. }

[Street in front of the laboratory] lab to N being; y should call M on ~~cell~~ mobile

call mould. { try to get in } n. [The laboratory complex entrance] metal door, window bars

pull bar. mould (2-crowbar) pull bar - break window { M arrives }

[Inside the complex, next to the entrance] closed metal door, broken window. Office E

x door. talk to scientist (is it any way out? Acid in lab, but only as last resort)

1-labors (alternators) mould. 1 key. unlock door (blocked) mould. 3 (lockpick)

unlock door E. e. [Office of the Assistant Head Chemicals Researcher]

plaque, printing, bookcase, desk, papers. mould. 2 (screwdriver) unscrew plaque

(11-12-56). more printing. x safe. turn dial to 11.

look in safe. { stack of beer, indentation of acid } (acid eating into the bricks of the wall.)

mould (4-beaker) take acid. w. pour acid on door.

{ acid does not sci's, I thought y'd find another way. Some less. Better not tell abt beer;

I'm still on probation for prev. accident } { Waterfall arrives }

[The broken staircase] cant go North, only good to E

e [Center of the western half of this floor] (parents' lab to N)

n [Halfway along the northern hallway] (lab to N; room to E)

e [A ruined laboratory] (clay snake eating fire, girl tied to chair, long planks in front)

x girl (seems to be in shock) x snake (attracted to movement)

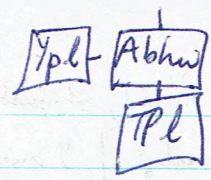
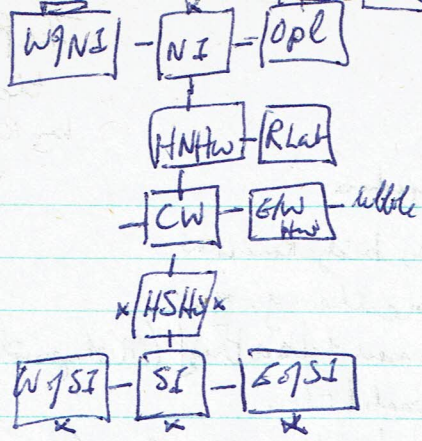
mould (1-stick, 2-whip, 3-knife) whip snake (dont work) / also cant take it in back hands, and hit it with stick

{ hunt i road item on floor to save girl } // [Halfway along the southern hallway] labs w & e

w (risky) e (hid) s [the southern intersection] lab to S on paleontology (party), hallway E & W

s (oh horse) w [west of the southern intersection] lab S + lab U, rubble, hole. s (aid) cage could be used.

mould ~~lasso~~ (3-lasso) lasso cage (✓)



[End of the southern intersection] fire extinguisher + dead security (ready eps) - waterfall complex if you try to fight

[The northern intersection] take N, hell W, points left to E

[West of the northern intersection] down N to unpleasant bio (don't look) {would have only turns head to normal.}

[Outside your parent's laboratory] hole, can see ^{you} mouse + attract in lab.

[The east-west hallway] // [A named laboratory] drop cage {bitter to set a trap}

// ~~the~~ lass mouse (doesn't work BUT) take mouse (when hood is a mess) obs (✓).

// ~~the~~ @ lab: wind mouse (~~the~~ ⇒ probe captured) take pluks. mould. (3-kife)

act. rope. (girl will follow) // @ Opl: drop pluks. n.

[Your parent's laboratory] take E, day. e [A blocked hallway]

s. {Moult is fighting someone in black mask + glove; parents are dead} Potter has clay creatures.
 x parents. j. [The Potter's laboratory] frag, Potter, 2 clay creatures (other + orange)
 talk to potter. hit potter. (all retreat to Abhw), w. s. {fish ebug + snakes
 Mouth + west wall + case i blue hood (other fills d.); orange starts girl E.

[Street in front of the laboratory] hdy N, street E + W. e {waterfall offers photo stay + job}

Who is a paraplegic? {NINE MONSUS AGO} [The shopping centre entrance]
 shops N, car park S, W in which. talk to waterfall. n. [Base of the escalators]

N/E/W, ~~the~~ outlet {W wants way} W → [Southwest corner] CD shop S,
 computer game W {W's father abandoned the family} N → [Northwest corner]

Electronics store W, mobile phone N. E → [The other shopping centre entrance]
 N to road {W broke her neck in a tall dive; water radioactive} e → [Northeast corner]

Spring gear E (i mean in tobacco shell catcher), orange juice truck N. se → [Southeast corner]

cafe E, office shop S, mysterious girl here {W saw M on news + soft in out.}
 x girl (she's calls her father on the phone) (clay bits, hawk, + eagle ⇒ hawk takes girl,

W goes to fight eagle upstairs, beat vs you, security doors slam entrances shut, but i'd of you.

N. take outfit (to in case) mould → (3 lockpick) unlock case (auto-wear the outfit)
 W. W. (Security door to elec equip and fully shut) mould (1-crowbar)
 opendoor. W. (but destroys the stove!) [The smoked stove] pile, stereo. e. s.
 l. x cd. take it. e {outfit saves y} plug stereo in outlet. put cd in stereo.
 (bat flies NB, smashes tank, ~~the~~ bat is in agony?) mould (5-baseball bat) ne.
 (bat is lying in pool & cracking.) hot bat (it's finished; W is still flying)
 U from Bued via escalator → [At the fight upstairs] W has leeches in his skin; shopping bag
 x bag (Heddy bear, bottle of vinegar, & lemon) take vinegar. throw vinegar at eagle.
 (ambulance take W away; y decide to get a normal job) // (SIX MONTHS AGO)
 got letter from Mould via lawyer [The entrance to the Mould's apartment]
 next S, left W, bath E, hwn N. i {letter} read letter (power from magic amulet;
 push boxes in wardrobe to reveal a safe; crowbar is date of note: 11-10-02)
 w(no) e(no) N [Hallway between the entrance and the main room] (guns in ceiling)
 Gym E, dining W. n → [Main room] TV, stereo, glass doors to balcony N,
 computer room W, laundry NW, hwn S & E. w → [Computer room] computer
 S → [Hallway between the main room and the bedrooms] M's bed NE, yr old bed SE.
 se → [Yr bedroom] cupboard, bed (blue mesh)
 ne → [The Mould's bedroom] wardrobe to S, desk, desk (letters, pens, drawer)
 S → [Walk-in wardrobe] suits, boxes, more boxes. turn dial (photo, note, key, ^{no} amulet)
 (M was a female archeologist, amulet in rebuttal form, the key unlocks the door to the gym)
 N (blue imp (the close of your hand) waits the key & amulet)
 [FIGHT] imp as crowbar (2-shield) now in Hwn
 imp as crowbar (1-crowbar) now in Main Rm
 imp as loose (4-knife) now in Balcony
 imp as crowbar (1-crowbar) now in Balcony
 imp as chain (3-hooks) {imp falls; y are in B's bedroom} take key
 sw. w. s. e. [Gym] treadmill, set of weights. magnetism to SE
 se {unlock door, see mat & amulet, auto-wear amulet, } ...

(THREE MONTHS AGO) change not permanent at first; meditation, testy by growth

dream

[Gate on the endless path] gate, N/S path, gate is N, mid.
x gate "Everything Changes" (copy) N [The central grove] 4 gates, broadest + trees,
ghost of Mould's original self on pedestal. (y must think of the responsibility,
ask questions now, or go N/E or W for tests. Talk to Mould
(love test in past, present, & future)

N [The first testy area] (in private hse, watching the 'call 72459854'
to report a crime or show support (phone, closed gate S)
call 72459854. 1 (offer support) - this and what you did → [The central grove]

E [The second testy area] (alley at night, gate W, terrified woman, aggressive man,
lamp post) hit man (or hit woman).

W [The third testy area] dk cave, torches, gate E, cauldron, ghost of M courtesy to
see possible future in it.
look in cauldron (blue figure lying still in water).

g (large earthen beast is destroying a city)
g (blue figure wh looks like M is kneeling over dead Potter; angry)
(happy to accept yr fate) 1-Yes, 2-No food. Y will fight yr fate.

(y get full amulet powers; y should be able to take on the Potter;
everything changes, not just you) (work in mediat rm; Potter may be trying to
wake the mtr N of city; as a bird, g fly there)

[Observation point] on roof of hotel mould (auto show telescope)
[The mountain (through the telescope)] forests, cliff, rocky slope, caves, birds
lower lake (by pond), upper lake. x birds → [Outside a house] (thought about computer,
fly 'hse.
front door, doorbell. / push doorbell (grumpy overnat scientist answered)

talk to scientist (2- I need a favor) (1- you are going to help me)
why? (1- I helped y 9 mos ago) (2- be I know too much)
what y want? (1- I want wearable acid) (2- I want design specs for acid)

(bathed in acid) → [Outside a cave] cave to N is lit N [The tunnel entrance]
tunnel E+S, ~~the~~ small hole SE. golem blocks E. (mould 1-key, 2-clone author, 3-mouse)

3, x → [The tunnel still in development] cart i holes, creek NW, tunnel N, drill creature
x cart (lower (push forward, pull backward)) mould (2 arches)
short arrow. g. g. (drill creature destroyed) push lock. N.

[Outside the large doors] tunnels W+S, doors N, hawk on ledge over doors.

title 3
% title 3%

title 1
% title 1%

[Outsd the large doors] cut, hawk, doors N, tunnel S & W (W → The tunnel entrance)
mould (1- knight, 2- chameleon, 3- pterodactyl) 3. fly. kill hawk. land
push lever. floor opens & cut enters; doors stop open

n → [Top of the downward slope] N down slope, funnels E & W, red btn beside doors.
mysterious girl in top of E slope (arent y dead? 1 - used to be Handmade; 2 - proven evolved)

1. (y dont look dead) (1- Come i me; 2- why dont y escape?) 2- cut & dont know to.
I can spend time i my father (1- why red father? 2- bio or spiritual?)

2. (Huh? like divorced mother when was young my stepdad's boy)
(1- But better y up at fire; 2- But animal) 1: He told me so the snake could protect me;

I dont stay still. (girl pushes something that closes E & W funnels i metal walls, ceiling opens
& pours flood of water. [Midway down the slope] hairy into pillar, tracks.

mould (1- octopus, 2- fish, 3- normal with grumpy hook) 1 (octopus) S (cut)
chit pillar (cut) (bre ying) → [The base of the slope, at the edge]

spks at cliff for dipping rock, holding onto tracks, pillar to S, door E.

x door. open door. (small room, ladder up) mould 3 (normal i hook) hook ladder (✓)

[Midway down the ladder] U or D? listen (with)

u [The top of the ladder] has S s → [Hallway, south of the ladder]

doors E (STARS), S (MACHINERY - DON'T ENTER), slots at both doors. (both doors closed)

(cut mould a keycard)

// d [The base of the ladder] exits N & S. ~~E~~ N → [Next to a river] (n only by swimming)

// s of base → [The crawlspace] clay is thicker

s → [A multitude of tunnels, next to the left] left E (small & blue this flies into
an unstable clay creature) (y no longer have acid protection)

mould (1- mole, 2- knight, 3- min) as mole (it sheds clay to base of body)

(2- knight - not useful) (3- min i shovel) N [Next to a river] (clay shuts, leaving crop)

(the ~~ground~~ mine (as mole) S. S E (round) [Inside the left (bottom floor)] U & D bits.

u → [Inside the left (top floor)] w → [The clay creature-making machine]

machine { container of clay, body, funnel, control panel } dog, door N i red btn (emergency stop).

dog is friendly. small photo d. mould (1- disassembled axe-wielder, 2- kid elephant,

3- normal i sledgeman) dog knacks over all 3 forms. push btn. N. (comp & dog follow)

close door (it locks). { ~~circle~~ circle down ladder & up left } snacks machine (as normal i sledgeman)

(find a keycard.)

(although the dog will follow y into machine room, it won't allow y to close door on that side.)

This means you, imp + dog are all together at door to STAIRS)

put card in slot (dog becomes wof, imp dives in its mouth & explodes its lower half.)

imp asks to be taken & absorbed into y (or y can leave him). take imp

e [Top of the stairs, in a hallway] has N to SE, stairs D to E.

N [The curving hallway] has S to W, W blocked by metal way, panel. (finger print activated)

// se [Driving hallway] NW, N & NE, girl NE (1 - can't believe y tried to kill me, 2 - can't get rid of me)

1 -> I didn't try to kill you. You swam. I just wanted y gone.

(1 - Why won't y listen; 2 - Y can't trust y father) 1 -> Be I don't want y when y talk about y father's actions, true or not, it doesn't matter to me. (1 - So another trap?; 2 - Start caring or else)

2 -> (Shut up. Y don't understand; or maybe y things y) (1 - No. Y don't deserve to be hurt, y just need to go away & not come back; or maybe)

=> [An enclosed dark place] clay walls, bubbles of air, box.

(ghost of M says you're doing great; some of my spirit allowed imp to fire, & absorbing the imp absorbed last part of needs. Allies are gods. Self-belief is a powerful tool)

box: voice of girl (1 - doesn't matter what y want; 2 - I know y didn't want)

2 -> It's not alright. Hiding containers should have got rid of muck & ego.

(1 - let me out; 2 - No one can change easily; 3 - What are these containers?)

3 -> Father built them to contain heroes. He told me get rid of them. He promised. (1 & 2 from before)

2 -> He's been forced to stay in here to figure out days secrets. (1 - let me out, 2 - You act like he was wrong)

2 -> Boy in jail would be that diff from here (1 - let me out, 2 - Wrong. He can do experiments & have you + killed my parents)

2 -> (he should talk to her) => [The heroes storage room] (these's a 2nd container & muck & ego)

talk to box push switch (Waterfall is freed) talk to W, S -> [Driving hallway]

girl says we need to go NW. (no -> not, accommodation). NW. W. (girl uses panel, wall opens.)

W -> [Top of the downward slope] W [Outside the Potter's lair] N -> [Control room]

glass ceiling, 2nd level U, monitors, throne, panels, Potter

(1 - but yourself up; 2 - I can't forgive; 3 - What has gone wrong?; 4 - Why y left me alone so far?)

3 - I had plans to bring you to life; I'm not sure I can control it. (3 - Why can't y control?) (Boy is keeping me entertained, but the template of its mind is nice & I could never follow otherwise well. (3 - Can't y stop yr plans?)

3 -> It may be too late now. 4 (why left) -> I thought it was odd I'd see you. 1 -> I don't want to have me in power.

1 -> Don't talk to my 1 -> No. 2 -> Ah, give the kid. It's yr fault, not mine. They knew how much about you.

2 -> By now, I robbed a bank 2 -> Yes, it was me who made you who y were.

→ (Clay orangutan turns Potter's neck, throws body to girl, chases into gorilla.
Y & W rush gorilla. Girl takes gloves found & wears them. She tries to control gorilla
but can't. Gorilla grabs girl & jumps to walkway. Y check P: he is dead.

W: let's go rescue the girl. mould (1-pterodactyl, 2-magic carpet, 3-normal c'hoth)

1-pter. fly → [Control room, on the walkway]

N → [Outside the forbidden area] tape (Don't touch) broken,

N → [South end of the day corridor] eating biscuits.

N → [North end of the day corridor]

N → (flour opens) [Pilling, in a pit] hen crush, whining in cage, clay is moving back.

mould (1-knight, 2-carpet, 3-normal c'hoth) 2 → [N end of the day corridor]

mould (2 → magic carpet) N → [The guarded door] clay bear & tiger stand in front of door

mould (1 → knight) S. (tiger & bear follow) S → (pit & bear kills y)

mould (2 → carpet) S → (bear falls into pit; tiger enters from N) @ S end of day corridor

1 → knight, eating picks up speed. S → [Outside the forbidden area] (tiger caught by trap)

// open door (2 pit chamber of clay) (orangutan is trying to make the girl angry to wake up the ntn)

(orangutan turns into gorilla as he sees y) [The ntn's heart, right half] W to left half,

S exit closes & covered, gorilla smashes W out of the fight. (into mould)

1-knight, 2-pterodactyl, 3-brother, 4-elven archer, 5-rabbit.

3, 5, 2, (W is waking; gorilla becomes angry) 3 (dung) 2 (oops) 1 (knight)

W gets in an attack; W reveals to himself & clay covers her; orang tries to recover loss of arm.

W → [The ntn's heart, left half]

girl asks what to do: (1-despair; 2-self-confidence; 3-angry, wake up ntn)

2 → win (146 out of 150) { girl calms ntn, destroys ~~girl's~~ orang; becomes the new Potter
as hero)

1 → she cries & orang sneaks up & kills y.

3 → everyone dies as girl loses control over the ntn. (possibly full pts with
defeating the golden)