

The Projector of Maxin

[CIS Classroom] open door. out.
 [Hw 1] hw N, rooms E, W+S. (5 options to 1st room)
 E → [Room 214 SB] desk, blue key, soap
 W of Hw 1 → [Room 213 SB] student, desk (talk to student → check the AV office on the post box, just go N)
 N of Hw 1 → [Hw 2] door E, room W, hw N+S.
 include door with blue key → [SB 215] package. take it. open it (mind uniform) (e → to get on)
 in from Hw 2 → Hw. (out to level)
 N of Hw 2 → [Hw 3] E, W, elevator.
 W → [217 SB] party machine / e of Hw 3 → [216 SB] basket cart. push it (wheel is broken)
 @ Hw 3. x elevator. open it. in [1F SB Hw] elev to S, glass, E+N, door to Maxin's office.
 open door. e. → [102 SB] wallet. open it. x money. (e to go out)
 N of 1F SB Hw → [101 SB] flashlight, AV worker. (talk to worker → one on the vault, it has mirrors, you need a keycard).
 open elevator. S → Hw. // push button @ 217 2B → candy
 // in from Hw 2 → elev. turn on flashlight [A Small closet.] Brown + wheel. (for glass)
 // @ 216 SB: push cart (cart is now fixed in inv.)
 // take glass @ 1F SB Hw (using brown) → glass gone.
 in → [Maxin's office] Maxin, axe (take axe - no one takes it, except when you get it done)
 wear uniform: take axe. W (out)
 // @ 101 SB: talk to worker (with axe): door to vault here. open door. in.
 [AV Vault 1] monster, unit to N. N [Equipment room] projector. take it (with cart) (+10)
 S.S.S.S.S.S.S [CIS Classroom] talk to students (win)

16 mins.

