

- mission: put a flaming [sic] bag of pop on Old Man Simmons' porch.

OLD MAN SIMMONS
by Mark Leich

[Street] bushes, mansion N, rd E/W, front S. { - }

S (no) W (read paper bag, poop + lighter feat).

W [Park] dog, tyres // e of street [Outside Chips chili] enter N.

N [Chip's chili] cup of chili; N bathroom, floors, tables, hon N is locked.

eat chili (no). // at street: ~~brushes~~ (bag) / key is in surge at street (not portable, though)

don't drop up
- can't take it!
(nothing is 'portable')

@ Park: give chili to dog (dog vomits, shiny bag) x vomit (lighter)

take lighter (and key as well). // [Bathroom] x toilet (funds)

take fund. S. S. W. N. [Old Man Simmons House] (win or esty)

[Medical Facility] if feel like y're throwing. Amnesia. (cybernetic sleep)

PROJECT S86D
by Chris Pieprzak

possessions on table; doctor tells y yr quarters is room 54.

doctor, desk (clothing, backpack) take all from desk. wear clothing. (jeans + shirt)

← stranger in compartment, DVD 'Project High' (taken)

S [Long hallway] E/W, (W side locked), Room 54 on S. (door S is locked).

E [The Cafeteria] table, guy near sign, sign has yr roommate Mark Toline; gives y a keycard.

(contrary to distance, there is no person or food available) W, unlock door with keycard.

open door. S. [Room 54] door, bed, desk, device (closed)

x desk. open drawer (screwdriver + pencil (Mark)) x device (plays CD's + DVD's, battery, computer)

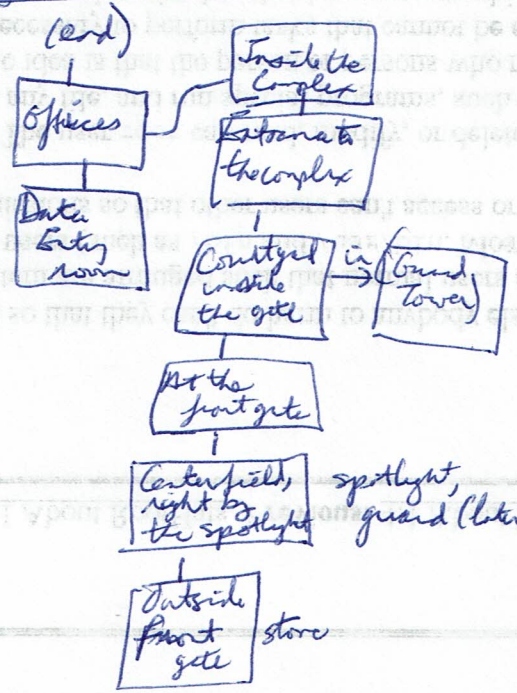
open battery compartment (empty). unlock bottom with screwdriver.

open bottom. take battery. put it in battery compartment (win)

- learn that you are a crewman on starship Antineum.

SNEAKY GAME
by Jan Nardocchia

take stn. n.
throw stone at spotlight.
throw stone at guard. n.
open gate. n. enter tower.
take card. out. n.
x panel. unlock panel with card. open door. n.
W. S. x desk. open drawer.
x burner. take d. x imp. take pencil.
unlock drawer. pencil. open drawer.
take cd. x st. n. n. (win)



throw stone at spotlight,

take