

3 = Panting water, drink
[Expense Account Hotel Room] bed, desk, bath SE, chair E, M NW, mirror
laptop (E power & ppw), phone, coffeemaker, 3 packets of coffee

{ Eye } x coffeemaker: opening for water, basket for filters, switch (on/off)
E [Bathroom] toilet, tub/shower, sink, toilet tissue, waste basket, towel pour water inside
- mouthwash

turn on tap. fill glass. turn off tap. take towel. rw.
e [Desk] box, suitcase. take filter w. take first packet. take first packet.

pour coffee into new filter. take basket. se. empty plastic basket.
put new filter in plastic basket. rw. open coffeemaker. pour water in coffeemaker

close coffeemaker. hold handle. slide basket into machine line up basket. g. g. (✓)
put bottle in rack. turn on maker. z * drink coffee (+10) { now wait fresh air }

mirror { grade, beer } unblock door new [Leithouse Vestibule] balcony W, elevator N (with call button)
W [Fresh Air] x stairs (one is green) x green stair { take screen } { now in fictional world of RAUS }

Outside the base of Kyjok [N/SW path, Kyjok-controlled water from here. } y carry nothing when y arrive
N → [Modest Apartment] cupboards, S, E, NE, N. N → [Cray Room] picture, opening in ceiling (supplies)

left cupboards (circumstances), right cupboard (bedstone)
SW of aisle → [Mtn Fortress] NW/S S → [Floury Cliff] W in base, N, cliffs, plain S along

works (blue, red line, jumbled) N → [Steps Descent] SE (one way down) SE → [Tower] white water (shorts, pants)
back inside (left: nylon sock, right: smelly) open sock { swiggle stick } take stick (+30)

M. P. Tech S/E/NE/N left: sock, right: smelly
M. A. S/E/W/NE/NW left: nose, right: bedstone

@ Hotel lobby → give hearts Ralph (110)
→ [Hotel Front] sheet S, wise, news, traffic (what to do to stop traffic?)

unwrap goods → Fred chapters → more angry at you!
[The Streets] y & Jeps out of town loyalist squadron (110), Jeps has to sword.
duck {too much but} kill dead - {now a cut on fire to careers for Jeps!}

push Jeps {you full squad snapple barrel, apples all over!}
roll {you escape apples, but Jeps is still surrounded.}
{and choice: escape} kill rebels {now rigid by swords!}
attack mm. {y get a sword, but you're exhausted} Jeps, help. → [Dim Alley] (140)

Four Crystal Warriors are approaching. {revels} {continually Komanda enter niche.
ask Jeps abt crystal warriors, rebels "He's been spotted here."
"Why should we care? We carry the door" "Only proof is in your quarters. Loyals will never believe without proof."
"He'll find out abt me" "I'll pay it from his deal hand"
"How to recognize him?" "The necklace" "I'll pay it from his deal hand!"
(if they leave before you throw necklace, game gets stuck?!)

the necklace - out. take necklace of doorway. out. [The Streets] exhibit {book for priest spst?}
pray. → [Quiet corner] {see 3 flowers to, people shuddering from door} Jeps, give sword to me.
give doorway to Jeps. {you are to drop 'proof' thru window} {re-taking mirror replace parchment!}

enter doorway → [Kamendo's quarters] {K pledges heavily to rebellion} {re-taking mirror replace parchment!}
take mirror. take parchment. best it. [110] → [Suburban Hrs] telephone take, let N, ding &.

2. {phone ring: home} Betty + Myron. Myron is late, wouldn't be so bad if street dances in part of
the hotel were still around. 2* → [Hotel Front] done (110) → [Side walk Squat] beam & jerk

W or back N. ask him abt Jeps, burn (pointy, then soggy intel book)
// x plant → duffel bag, take bag → {black} → +10, [To market, To market] down to N8.
{mirror, necklace} re. [Stately oak] sit on shade. x oak. take book. (snaps that it won't open)

book, your book {it speaks! +10} book, you book "Open me when ready in your duty, not before"
out. re → [Market Fair] banner + guldhall N, secret & stalls 6, book for speaking contest & official
sign up ("Will you be with to sign up for the Peace speaking at the War Squat, sir?") piece.
→ [Content Parishes] mayor, Tringe (a faded) ask Tringe abt rebellion, etc.
{y are 13th} read book. {win a brass lantern, +30} "looking in your light, find flowers of night,
you'll see, + call you here"

take lantern → mayor Kugel in Bakery Rm. "The potatoes done, now wait!" → Under overpass (into underpass TV bar)
+60} man, washer, freeway, junk ... [Hotel lobby] "write - x book. read book -
{lantern, manuscript}

take duffel bag. put towel in bag. close bag. (go put Puffin)

open bag. take towel. give towel to barn. (#10, western open)

W → [Gillian's Office Bldg] N → [Literary Secretariat] Judy: dead birds down W.

turn on lamp. look under bk. ~~the~~ x Migration

(third article is 'Opening the Door to Success')

[i] give magazine to Judy → you are finished
show second article to Judy. show third article to Judy

(#20) W → [win, 390 of 400]

show fourth article to Judy.

smaller casket (Princess Sephyr)

redd it { To act is to k where it leads, To act is to be a ctr. Act not, y remain a bundle of additions.

larger (Kyub) red bearded

redd it { Will remain closed ~~can~~ Can be set to protected place if lightning tunnel toward them, or they will open tomorrow if y choose to protect this place yourself. }

- open casket (ether) is bad
- doing nothing is bad (soldiers arrive)

2 @ Stormy => lightning struck you?

2 @ Frozen => freeze to death?

- x ans. what is ~~long~~ part of
- remember kyub (rebellion)
- remember princess (secret society of makers)
- remember makers (what does it mean?)
- remember rebellion (with Capital Warriors)

don't k who's behind it
signature in capital

remember capital (Haidio to Sald)

remember warriors (reflective armor, pres reverse seen, superb)

remember house - (no roof, its rooms have their own weather.)

remember king (died in last book)

make (is a verb)

What next (To protect) => in case he, (Darius off & isolation top)

(including parts of) => in case he, (Darius off & isolation top)

the hand of (off) => in case he, (Darius off & isolation top)

the hand of (off) => in case he, (Darius off & isolation top)

when nothing in any fixtures:

3: Gray 4: Gray 5: Gray 6: Gray 7: Gray
put nose in 3:

3: Gray 4: Gray 5: Gray 6: Frozen 7: Gray
put lodestone in 3:

3: Gray 4: Gray 5: Gray 6: Stormy 7: Gray
put sock in 3:

3: Gray 4: Gray 5: Gray 6: Blustery 7: Gray
put stick in 3:

3: Gray 4: Gray 5: Gray 6: ~~WARM FORCE~~ (WARM FORCE) 7: Gray
X ~~stick~~ fixture

3: plain 4: plain 5: sun 6: plain 7: plain
put nose in 4:

3: Gray 4: Gray 5: Frozen 6: gray 7: gray
put stick in 4:

3: Gray 4: Gray 5: Insulator 6: Gray 7: Gray
put stick in 5:

3: Gray 4: Gray 5: Gray 6: Gray 7: WARM FORCE
put stick in 7:

3: Gray 4: WARM FORCE 5: Gray 6: Gray 7: Gray
put stick in 6 => all gray except 3 WARM FORCE

put stick in 3 (for sun in 6), and sock in 5 (for Blustery in 7) then try W
just ~~set~~ up to heat (okay, it's consistent)

place all tokens, with stick at 4, ~~nose at 5~~ lodestone in 5 (7 is stormy + juking)
get nose in 7 (4 is frozen, 6 ~~blistered~~, 4 doesn't follow) (so 5 is nose)

3	4	5	6	7
sock	stick	code	sandbag	nose
Flooded	Frozen	Balmy	Blistered	Stormy
no flicker (containing fluid)	S ->	Balmy	Rm (+50)	ext N, S, W
			two caskets of glass	

check. kick dust. jump on cart. roll. (now what? rebels? kill rebels? Jepos
is ally)
~~kill rebels?~~ ~~ask jepos for sword?~~ summon jepos (how to guess "summon"?) +40

[Dinn Alley] 4 Crystal Warriors are coming; enter niche. remember jepos
 i. x necklace. ask jepos about warriors; rebels (Sephyr's against them)

- Karendro + warrior enter ally; K is leader of loyalists
 x K (he came from nowhere) W: Why summon us here; we ~~carry~~ carry the door; K: He's here in city
 rem K (traitor to loyalists + pawn of CW) rem loyalists (goodhearted; but in dark over
 larger issues) W: Proof is in yr quarters; loyalists won't believe without proof that y a traitor.

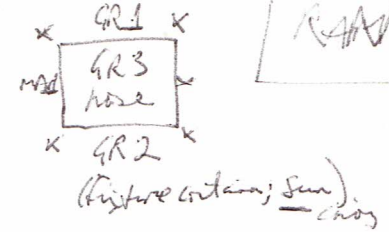
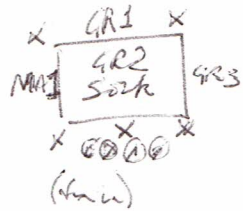
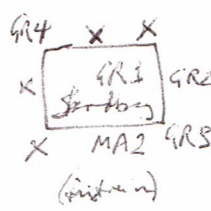
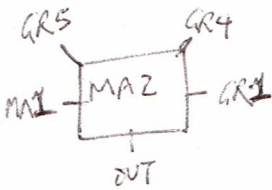
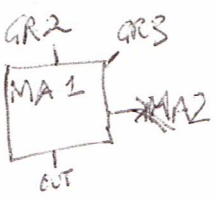
N: He bears the necklace. // Throw necklace (before they leave) + warrior drops sword
 out. 2. [Quiet Corner] give doorway to Jepos. ask Jepos for sword. enter doorway.

[Karendro's Qtrs] tapestries, dr S, K on bed (no body), long, mirrors, mirror
 take mirror (parchment) throw parchment out window - kill Karendro → [Suburban Hw] +10
 telephone toll, kit N, dir E. x till (telephone, phone book, sewing machine)

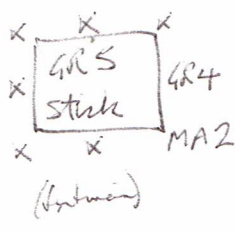
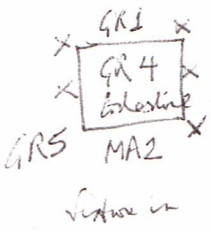
2.2. (Betty + Myron aren't home. Hi honey its me, stuck in traffic, hotel used to have street addresses.

[Hotel Front] dance. (+10) s. [Sidewalk Squat] man, jank, more to W? (bum seats wind)
 in lobby x plant. take bag (Blue →) [To Market, To Market] new to market, salt air

{ mirror, necklace } re [Stately Oak] (need sit out of sun) sit under oak. x oak. take book
 out. re. [Market Fair] ask book at kiy (+10) red + gra banners, guild N. stalls E, people,
 booth (speaking contest sign in; official) remember royal (interesting unless contestant)

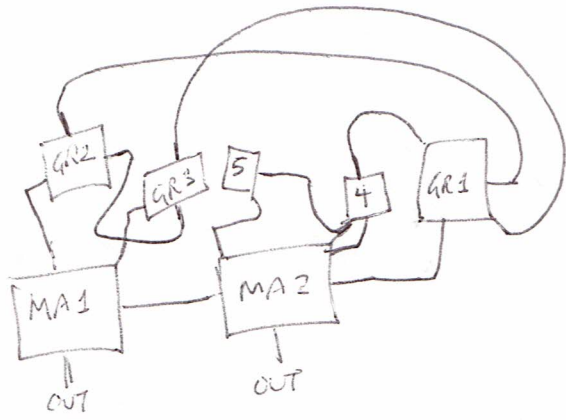


RAMS



(pilly cannot on surface - confined sky)

- 1 sandy shoes up { 4 → [Blustery Room] (wind)
- 2 sock spread over { 3 → [Flooded Room]



sandy → Flooded Room (wind)
sock → Blustery Room (wind)

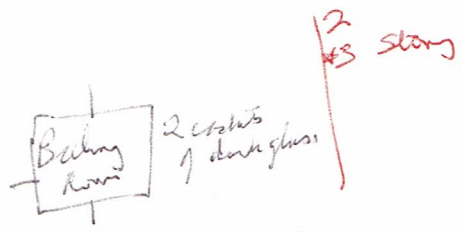
~~Heard effects:~~
sock in 1 → 3 is windy
sandy in 1 → 3 is flooded
stick in 1 → 3 is Insect-filled Room (see flicker)

nose in 1 → 3 is Frozen
loketone in 1 → 3 is Stormy

loketone in 3 → 5 is Stormy
" in 2 → 4 is Stormy
5 → 1

(when stick is placed, all fixtures flicker?)
stick in 1 - 5 flickers, 4 flickers, 2 flickers
3 dont (has sandy)

- Rebellion (see Crystal Warriors)
- Sephya (Process belongs to secret Society of makers)
- House (no root)
- royal family (King Sequan dead, Sephya's cousin looks like rebellion?)
- king
- RAMS (not specific work)
- crystal warriors (see hidden, strayed + forturers)
- Society of makers (what does it mean?)
- King Sequan
- crystal (Haidra, to SW, lowest fighter)



- 2 loketone Frozen
 - * 3 sandy Insect → Baking Room (+SE)
 - 5 sock Flooded
 - 4 nose Stormy
 - 1 stick Blustery
- "turn smaller cookies to lightning"??

smaller cookie (woman Prison Sephya?)
"To eat is to know where it leads. To eat is to be a cookie. Activist, y remain bundle of activists"
larger cookie (red-beard woman: Kyudo)
"We sleep while cookies are closed. They can be sent to protected place if lightning is turned toward them, or open tomorrow if y choose to protect this place yourself"

// army is created a ford over the river
in GR1, turn loketone to re (force) (4/0)
→ cookies vanish to safety
then exit house + take necklace → [Sticky Hotel Room]