

ABOUT.

[Bedroom] posters, desks (corners, corners), cupboard, door W, bed, nightstand, PC.
x posters (movie)

Voice calls y Johnny. (brown 2 yrs), wants y to do dangerous. Will y help her?
voice, no. [then re-ent. Evil conig. Only y can prevent its arrival.

Allies are already at work. ask voice abt evil (I cant tell y. It is worse that
y keep the Marker from fall into the wrong hands.

ask voice abt marker (power object; this one looks like a stone disc and is in museum.
y need to get it + put it back in its receptacle.

ask voice abt receptacle [Find where in which disc fits)

ask voice abt museum (y might get marker by creating a distraction) - I'll help.

voice say sleep for now. Sleep -> (dream of find disc in basement.

<Mrs Tibbs> / [Kitchen] s to backyard, N to rest of house. Refrigerator, setchd
Mom on phone. Sally had accident; y can stay + eat @ Mrs. Tibbs.

'Get stuff + go to school, ok?' ask mom abt sally. (She stayed in bath)

x cheater (from cat) N [Hallway] mirror on door to apt. W to LR, st. kit. ADGAB
open cupboard (vacuum) w [LR] sofa, tv, party, people, photos, table, ashtray
w [Front Porch] fluff; Mom's w, bath E, up in U.

[Mom's] bed, wardrobe, mirror

w [Upstairs back] boxes, boiler, windows. searchboxes (fluff + U)

@ [Bed] look under bed (+/- pocket knife) - x knife (blade, plucker, saw,
Corkscrew, screwdriver.

search comics (+/- assignments; both under bed)

look under bed (+/- both)

[Backyard] chair, shed to E; ^{enter shed} [Toolshed] tools, parts, bike (RIDE BIKE TO DES)
DES - Destinations y can reach by bike: School

RIDE BIKE TO SCHOOL [Mrs. Tibbs' Store] shelves, stacks, buckets, flowers,
Cuboids, register, windows, door S out, door N store-room, expensive arrangements.
"sit + do homework. We'll go home after I close up"

x talks - thives on gossip + bonbons.

open setchd. x homework. do homework

vids.

open store room door. N. [Store Room] desk, ^E works, ^E Coze, ^N binders, door S, chair
(while customer there, + Tibbs in store room. open grand door. S.)

[Main Street] +1 bike, store N. (~~desk~~ Des: home)

e. [Main Street] lit-N, st W+G, ally NW, pedestal E globe on d.

x globe, x indentation (small round 2" wide + 1/2" deep) N (library closed)

e. [Main St] stores, police S, x ~~statue~~ statue (don't want to run-in E Felps)
↳ snowball credit.

e. [Main St] museum S, scaffolding, mwe N+G, snowball fight in square.

x sign. s. [Museum Gate] museum W, sign over both, window, ^{plain} door.
↳ Today Ally: Free Entry. No Entry.

w. [Hall of Paintings] paintings, archway S

s. [Hall of Sculptures] ugly vases, hole E

E. [Hall of Artifacts] broken stuff, table, dice, board game + magazine.

Security Guard Monthly.

don't scaffolding [On the scaffolding] - see Tibbs store W, theatre N,

canal for N. church NW, trees

take dice (+1, with guard in Painting) put ashtray to left.

!!! put dice in indentation (voice controls you aim; man lifts up cup,
deafening sound as ~~you~~ you block out)

440 pts total.

chair on desk (open window - bar prevents it spread.

row of post of lit → [Narrow Ally] ^{wood} case, window W

[Police Str] posters, papers, desk, door S

make snowball