

Special comments: POWERS, SCORES

PART 1: A little Guidance

[Waiting Room] chair, stove, Jo, Andy, receptionist, window, North, S to counselling

POWERS: { CHANGE - you + cope become a bit, all ins drops }

- { HYPNOTIST (NPC) - persuade }
- { FANG (NPC) - to indulge in private }

i { cope, motto, watch } talk to go x 3. (you are Hubert Bumble aka Lord Sinister)

[Marriage Counsellor's Office] Maria Frostwith, TV, couch, chair, bookshelves,

window, table. { options: honest, untruths, lie }

honest -> { Coppel Bites - { Sorry, rules, hypnosis } }

rules -> { job idea: E. Leigh, security, hospital, office }

security -> { sure? { is, isn't, time } is (+1) }

-> love to confront Norbert van Belsing, leader of the FVH. -> [The Chester of The Fearless Vampire Hunters]

-> [Morpine Street] Chester in bookshop N, bank NE, office S, E/W elsewhere.

x Norbert (stake, cross, smells of garlic). talk to Norbert (NB: bank is Orkut)

W -> [Balamore Drive] Play W, church N, sewage S, cake shop NW, Norbert follows

sees somebody in the gutter. NW [Cake Shop] Colette, customes.

Stefan enters (a tough guy). 2\* (back in Balamore Dr.) (Norbert buys y from cake shop)

S [Sewage Works] rock on ground. x church (scrabble under)

W [Abahatabatamitaturgadeer Ro Ro Ro Din Plaza] statue, graffiti

NW, SW (house), E. SW -> [Part 2: Vampire About The Home]

-> [Dining Room] coffin, patch, letters, door W + NW. (VAT = Value Added Tax)

read letter (hear someone in attic. W [Kitchen] freezer, washing machine, cooker, sink,

window, table, stool, E to Dining, SW to garden, D to cellar.

NW -> [Hallway] coat rack, hat stand, front door E, stairs U, drugs S.

U -> [Upstairs] bedroom W, bath E, chair for attic. W -> [Former Bedroom] bed, comm, window

E. pull chain (white light, come) (+1) change. [Attic]

x boxes. bureau, curtains (moss!), carpet, chairs, lamps, clocks.

bedroom (+1) x tables. (girl in kitchen?)

{ she is Jennifer, kidnaped by "baddies" (+1) } agrees to release her father

(Jennifer takes a spoon for a weapon) -> [Part 3: The Vampire & The little girl]

[Outside Your Home] office NE, security SE, hospital SW, graveyard NW (+1)

talk to Jenna (she suggest going somewhere you know & asking them for help) (+1)

NE → [Back of The Marriage Guidance Building] garbage cans & junk, back door N  
open door (alarm sounds & y both retreat),

SW → [Hospital Car Park] car, long, hospital E, home W. e (small of blood, retreat)  
Exchange also described?

SE → [By A Fence] fence, bldg W, searchlights, helicopters. x fence (hole)

W (+S) [Outside The Security Building] light on penthouse, open doors W, hole E

W [lobby] monitors, left S, stairs U, table. x monitors. x central monitor (sweet shop, loose panel) (need search)

S [left] display, bottom. push btn (16) n [Sweet Dept] x cartons (+1)

x cartons (+1; sweet shop) // @ lobby > open panel (carry in sweet shop) (+1) monitor changes.

x central monitor (empty office) // push btn x 2 (floor 38) n → [Empty Office]

window, hole in ceiling. x books (Jenna finds ciggie lighter) (+1)

57, 666 (bloody) 57 → [Supply Store] shelves, desk, map.

take map (if grabs it) { push desk to office } stand on desk. u (+1)

[Maintenance Division] locked door W, display, panel (red & green btms, lever)

x display (lobby view) (empty room S??) push gun (shows this room)

g. (shows office) g (meets in) g (corner) g (roof) (push red button to cycle back)

(when viewing lobby - lobby lights activated)

(for room below - smoke filters disabled)

(at window - lever: security door opened (+1)) (smoke in office?)

[Floor 666] demonic faces, red panels, squishy floor.

n [Meeting Room] table, portraits, open window N. (Jeff attacks)

(you can't look at anything with Jeff here) hypnotise Jeff (+5)

[Pat 4: Interrogation (vampire style)]. (words Jeff says)

money (+1; rest of all evil) paid (+1 → his name's Mattoromo)

evil (+1) → 3rd floor: sleep (+1; red eyes) strong (+1; Cobrini)

Mattoromo (+1) Cobrini (+1; it's a vampire band) x table. x papers (

Cobrini believe in demons!) (Cobrini bought the company) (if we have buyers,

smash the panel & pull the lever & gas 'em) (company funds are hidden)

// Smash panels (+1)

// www.gwantz.com / index.pl?comic=802  
(footp) June 30, 2006 space robots!