



Bay #1893

RETURN TO  
SILLI PRODUCTIONS  
by Eric Schmidt 2002  
silli 25 (v1)

[Balance To Silli Productions] c { - } no obvious dirs? (not N, S, E, W, NW, NE, SE.)

sw → [Hobby of the Bully] door E, elec N. ne → Gate  
e → [Raining from] empty, ext W, smell. ) x elevator (button) push button.  
n. look (red btn + ↑, yellow to open) push red btn. push yellow button.  
out [Constructive] look. x boxes.

at Lobby - take elevator. E. drop elevator. push btn. enter elevator. push red btn.

[Second Floor] W. [Computer Room] Rats, Easter?, Computer.

x Computer (dos, Tans) - if there too long, a police man arrest y.

(Dorothy did open the How N of Second Floor?)

[Hts] N & E, Grefpiter, At Hill x Hill's Hill (e → Second Flr, N → Hilly/Till blocks copy)

ask tilli at rail. ask tilli at Amsonville. abt kids, abt inform (Dir)

abt huge. ignore tilli/hill (he vanishes) n [How] door, E, NW, S, W.

(sing at attend note) NW [End of the How] copy of game. se. s. e. W. [Computer] (antifly)

e. n. n. nw [End] spy. ask spy abt spy (This Bldg To The Head Amsonville) drops key.

se. [How] unlocked door i key. open door. e. [escalator room] (W → Gate)

x escalator ~~gone~~ on. [Some Room] note, Switch of x note (7 ways to die) x switch (controls all elevators)

switch off switch. (win?)