

[Alley] e/w, y = raccoon (can talk to other animals)

Rocky Raccoon

w → [Street Corner 1] N/S/E/W. w → [Dumpster] (no dumpster?)

/ S of SC1 → [Sewer Entrance 1] N/E/W

/ N of SC1 → [Library] N, E. E → [Gym] brick. move brick. ^{gold necklace} ~~necklace~~ get gold necklace (cant x it. cant take it. int in inventory)

{this is treasure Dor sent us to find {What Dor??}}

/ e of Alley → [Apartment Building] W/E/S e → [Restaurant 1] e → [Kitchen in Restaurant 1] food. get food.

N → [Dining Room 1] / S of Apt Bldg → [Sewer Entrance 2] N, D, dry

A → [Sewer 2] W, S, D, ^{The} Ratpack. & the ratpack {the 'the' is required}

S → [Sewer 3] N, W, U, sand of cars crossing bridge. w → [Sewer 4] U, E, sand of river shoreline / [Sewer 1] U, E to Sewer 2

/ U from Sewer 3 → [Sewer Entrance 3] W, S, D w → [Caterpillar] bun.

w → [Riverbank 1] w → [Riverbank 2] stones, Dor. get stones. & Dor (catfish is drinking water, but goldfish wife to eat, overcome fear of water, yr family is on the other side) (or ask Dor abt help)

w → [Riverbank 3] rope, E. / ask Dor abt gold necklace {get boring stones & dubbed Rocky Raccoon} {give Smiley

/ S of Sewer Entrance 3 → [Bridge] N. // ask the ratpack abt home {see Dor}. ask the ratpack abt help {see Dor} N of Sewer Entrance 2

to show friendship + do smthg to show world, {U from Sewer 2 goes to Apartment Bldg} build vessel ⇒ Restaurant 2

// up from Sewer 4 → [Sewer Entrance 4] logs, ~~stick~~ (wall) take logs. build vessel ⇒ Restaurant 2

{Dor helps guide y + the ratpack (?) to stnke shore} fish, S. {y still have logs + rope} get fish {the ratpack has

S → [Street 1] N/E, e → [Bar] bottle of booze, get booze {not bottle} put stones in booze {can hold one kg}

take stones {I seem to be stuck}