dc = debug commands
ld = lights trackers

[Basiest Subsits] terraces W, banner + card E, elev S, for later N, sign over side passag.
i {~~~~~ dope fan notpad, maglooth nametag} pad lecture (one WORD opens NEW DOOR)
⸢ with pen {PAD subject; PAD}
x sign (NONE TRY) no entry (is anythy REALLY stopping) enter [A Dry Yard] toys, thorn, shrub + brush
x goat (+1) out north. (nametag airped) ⇒ [Notices Section] (+1) dollhouse, cabinet, gateway, board
x nametag (Scratched 3/7 from right) x board {"RETRY" returns to Trips Strip}{pad board; can earn Roman Manos}
x cabinet (tinfoil info-bit, tagged gadget, idless slider, salient saltine)
take info-bit, take gadget. x d. read toy (SCAN x, removing toy, more beeps: changeable, buzzy: charged activity)
(LEMON ← RGRGG → MELON) Scan nametag (RGRGR*R)
scan dollhouse (static RGRRRR). atties (+1) take slider (owl. either gadget or slider)
take saltine. x d. (SLANTG) x slider. read it. (79.1% hotter than gadget. green start, red end, blue otter)
x gateway. gateman. {Old Man Almond; knows quest; +1} PA$(T)E ⇔ TAPE$
ask ~~~ alt quest. {3 pubs: 1) Noise, 2) leyline lines, 3) Noble ol' Ben: gone. Lorn. No longer.
also RED BULL BURDELL behind d} ask randlt {ball, noise, leyline, ben, goat
Scan gateway (pRGRGGG). open gateway {what is it really?} getaway. (+1) in {{Intro mode: done.}
[Trips Strip] malls, lots, sidewalk, graffiti. x malls (store r, m, i, f; store r "coming soon" sg)
x store r (rooster) x store m (rep of subway) x store i (politics + trap door)
x store f (green, brown, pink, etc). forest (+1) x sidewalk {time waster} scan store i (GRRRR)
Sortie (+1) Scan store m (RRRGRR). metros (+1)

metros (~~Ex metros~~) metros→ [Undesired Underside] U, W to hotel, door and sensor E, drainage
Scan drainage (RRRRRRR) gardenia (+1). look (N to camp, train station S)

W [The Ol' Hotel] night-king, mattress, ketchup. x ketchup (THE PUCK)

E. N. [Grayed Red Camp] ally W, shop E, druwary & music N, deadbeat, corn, clover.
(~~convex~~) (deadbeat objects; need to show anti-such stance) scan clover (RRRRR). velcro (+1) {matters}
take corn (deadbeat objects; need to show anti-such stance)
lost
scan corn (RGRGRGRR) W [A Yell Alley] words, motto, sword (need holler) (they stay words for now.)
tomato (+1) scan beats (GGGRR). G. E. [By Row's Flowers] faeries, brocade, scritchings,
                          beast
heaths, begonias. x scritchings (FREE TO FREELOADERS) Scan brocade (GRRGRGG)
x heaths (sheath) x begonias {science thys?} ask faeries att heaths (we trade in flowers)
Give gardenia to faeries (take one flower + brocade). take heaths. take brocade. sheath (+1)
barcode (+1) x barcode (PUT IT ON Scantly). W.W. sword (+1). beast (not here!)

E. N. [Cordoned Red Condo] talkers, candelabra, carpets, dingy cake scan it (RRGGGRR)
keycard (not with chatters) // S→ [Er, Train Station] noise E, wall W, art, ad, recess, sparking wire.
x ad (DON'T PIRATE) x wall (steel wool). wear velcro. climbs wall.
x recess (power spikes caused by missing control panel.) {LOST CORN ⇒ CONTROLS}
// @hotel: throw tomato at thing (+1) x mattress {get remote emitter}
// @ Condo: turn on emitter (+1) take cake. keycard. x it. put barcode on keycard.
S. take corn, controls (+1). S. put keycard on sensor (+1) e [Special Place is Special]
nerds, tulip, ~~clamber the~~ scan nerds (don't know what to ask them att : RRRRRRRG)
ask nerds att beast (ASK NGRDS ?!) ask nerds att darkness (+1 ?); tulip.)
// put controls in recess (+1). D. E. [Obscure Sub-Core] beats, siren. scan siren (RRRRG)
resin (+1) beast (+1). kill beast. (+1; metros node : done; for shower fun, plant a
sunflower before returning to the Trips Ship) [Trips Ship] i {saltine, gadget, info-lit notepad; then stuff gone}
                                                                                (takes us!)

(STORE F → FOREST)

oros → rose

drashes → shades

noughts → shotgun (unloaded) ~~shotgun~~ ~~stageun~~

Sandwich { bread → beard
          { spam → maps

put chicken in canister { livers → sliver (1st) (silver 2nd)
put cross in canister {

put nose on shades { disguise. wear disguise
put beard on shades {

"many vowels, one flow"

lishes → chisel   { peel something with it }

drapes → (spared) spread

cut spread - { doorway } (cut a slot ??)

N (not yet) Silver ✓ load gun.

N. load maps. vowels → wolves. shoot wolves. (✓ Forest node: done!)

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nametag	nametag		NAMETAG	MAGNATE (x)
BBRBGBB	GBBBBBBR		RGRGR*R	
T_____M	GA1GMAN		MAGEANT	
TANAGEM			TAGENAM	

(STORE I → SORTIE)
  do x dial. set dial to sixteen (N+6) {SIXTEEN → EXITS N E)
N. (THE NICK→ KITCHEN) kitchen (S & E)
spearman→ parmeson. take it. ⎫ put steak on tortilla.
worts → straw   ⎪ put cheese on tortilla
cathouse→ hotsauce. take it. ⎬ put lettuce on tortilla.
cult tee → lettuce. take it.   ⎪ put hotsauce on tortilla
skate → steak. take it.   ⎭   → taco. → cont.
tall trio → tortilla. take it.
(x label)
e. (trellis, wall, w, s) s. take cork. (pot, roadblock, woods, poem)
                              room → moor
x poem ("ANAPEST") scan it (BBB G BR) → P____T   PANASET
        BBB GBOR   PASANET
ROADBLOCK   PENASAT
RB BBGBBBB   cask → sock (ant jet)   PESANAT
BLACK/DOORv   // take straw (in sock)   PANESAT
                                                    PASENAT
                                                    PEASANT

x peasant - give straw to peasant (now have HAY + a POEM)
x poem. scan poem (smilies   {the blockdoor + missile are too heavy to take}
              B G BBBR B
          → MISSILE.

// put hay in wall. hay wall → hallway (?) E. x spout   (her:
x drawings (minerva, chalice, candle, lance) x verse   (Squeeze missile)
fold poem (plane?) scan plane → PANEL x lois.   That's either icky or
              GRBRB   impossible or both.
Sark → cask fill cask (OILS). @ Moor: oils → soil.
      (either)   (2 btns:
scan oils (BBRG+RBBG)   x silo. put panel on rectangle   HOOTS & TREES)
      SOIL & SILO!   {SHOOT & RESET??}
push door. put missile in silo. shoot. steer.
                               (right) (left)
push left button. push right button. [SORTIE NODE: DONE!]

STORE M ⇒ METROS

d⇒ [Unbesided Underside] drainage   × door. × sensor. e. {fixed, not embellished}
→ GARDENIA

W⇒ [The Ol' Hotel] Thing, bottle, mattress.

S of VV ⇒ [Er, Train Terrain] darknoise: E, wallW, art, ad, recess, sparkling rail.

N of VV ⇒ [Cramped Red Cramp] corn ~~so~~ drowsy N, deadbeat, clover → velcro.
(blockcorn)

E of CRE → [Elf Row's Flowers] brocade, of scratchy, faeries, heaths, begonias.
                    ↓   ~~FREE TO~~
                    ~~PRESS OTHERS.~~   sheath? NOISEBAG?

BARCODE

{fin: scan barcode*]   W of CRC → [A Yell Alley]   words → sword (reverts)
                                              a moth → tomato.

N of CRC → [Cordoned Red Cords] candelabra, dry cake → keycard (~~don't do it here~~
                                        R   G
scan beats (BEAST) // wear velcro. u. × recess (need a control panel).

// lost corn → controls {but not while deadbeat guards it}

// show gardenia (to faeries) {take __one__ flower}   {get a
take begonias. noise & bag. // throw tomato at (right) thing. × mattress { termite
                                                                      emitter}
@ CRE² i turn on emitter. keycard. s. take corn. controls.

s. put keycard on sensor (w, the keycard is blank) put barcode on keycard.
put keycard on sensor. e [Special Place is Special] tulip, nerds
take tulip. ask nerds about tulip. Scan nerds. ("ASK NERDS → ask nerds
                                              GBBBBBR   about darkness
                                                              (get tulip)
// put controls in recess. d. e {need something the noisebag to combat with}

// ask deadbeat about emitter {when it's empty of termites}   // open bag @ A Yell Alley
Crud: turn on emitter {to get tulip} {close the keycard}   to capture "words". (buggy)

// [Obscure Sub-Core] siren → resin. beats → beast. ~~~~

store 7 (gorest?! GO!) aka streg   egorst
STORE R → RESORT (13 pts)   egorst ⇒ groset

in → [Tlea] islet → [Islet] tree, swing, leaf E, write
         (+1).   "ALOFT"   "FLOAT"

wings (+1) e → [An Odd Low Woodland] poles E, toolshed, spore, sprig

ropes (+1) x toolshed. x outcropping . scan TOOLSHED   scan SPRIG
                                            GBBBRBBB   RBBBG

grips (+1) scan POLES   T _ _ _ _ _ S
            BBBRG

            S _ _ _ E   THOSOELD
slope (+1)   toeholds (+2)   THODOELS
                                                         THOLDEOS

climb slope
  (ō ropes, grips) → [Potshot Hotspot] E, uprisers, step
                          knot
                          BBRG   / PROTEST   LINKS
                          → TRIO   GRBBBRB   BBBGR

toes (+1) → protest + chain links   @   R _ _ _ _ S   KILNS

potters (+1) kilns (+1) {oops, RED BULL BURDELL minors}   RED BULL
                                                           BRG BBB?

(BUG: RETRY in RESORT REGION   DULL _ _ _ E
      returns you to Trips Ship but doesn't reset the region)

                                                         BURDELL
x boot. fng toe ✓ (+1)   BRGBRB?

c [Roman Manor] EXIST (+1)   R _ _ _ _ U?

            RANK: a smart gamin' anagrammist   BURDELL
                                                        ?BRGBBR

                                                        D _ _ _ _ R

(missed - actu changeable   GETOUT
  - 3 ways to get trip   BRGBBB
  - 2 ways then metros
                                                        T _ _ _ E
                                                        OGUT