

Son of Stagefright!

[The moment of Decision] no

[Barista Bakery] seed, rubber N, stars W, chest t, smokes, gum, paper. (3 paper (on belt))

W → [Top of Grand Staircase] do (Lobby) restroom, snacks W.

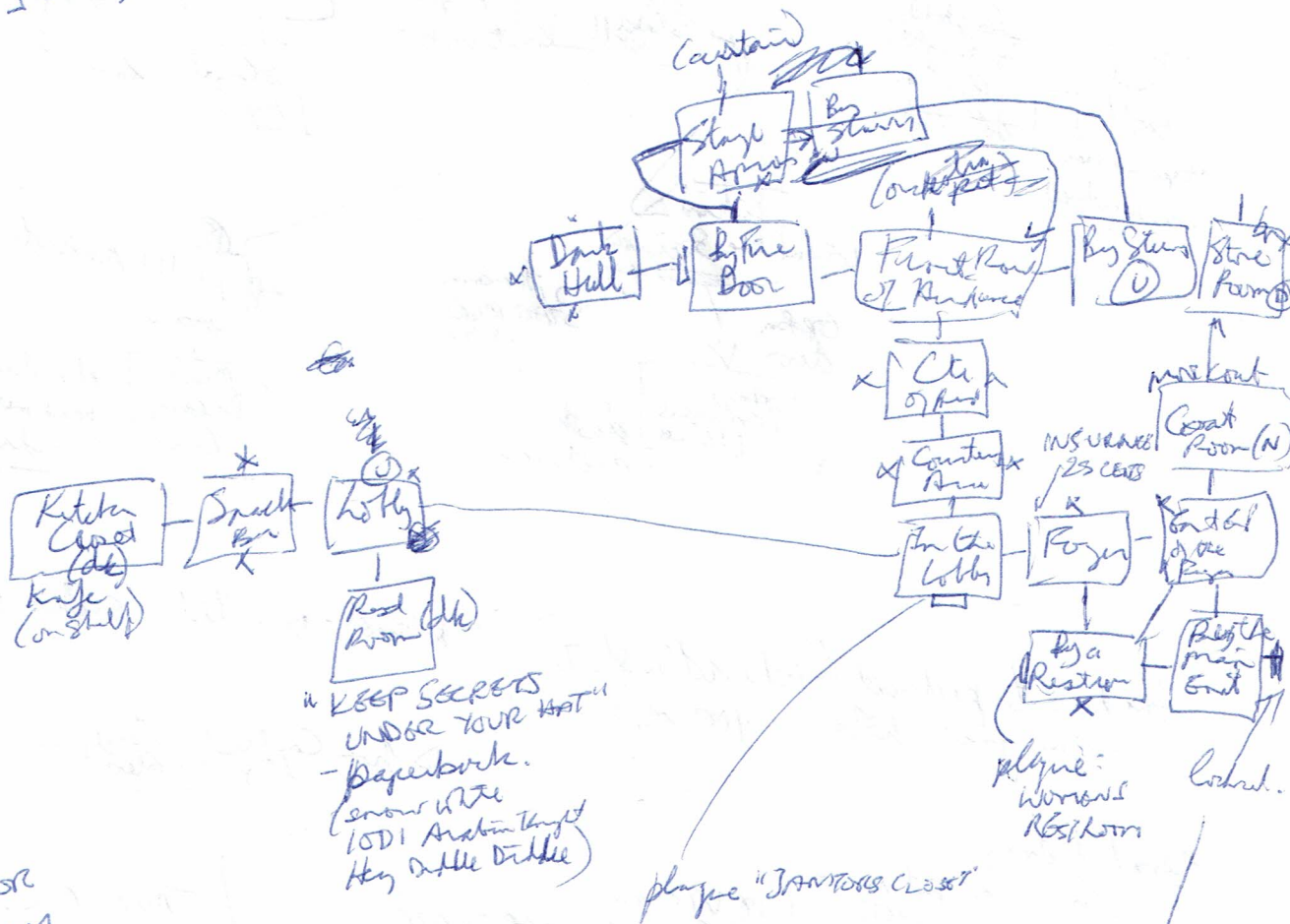
W → [Shack bar] N/W, lobby (on gift)

W → [Bar] → [Circle of Barbers] purchased (on seat)

S → [Courtney Area] desk, (lobby, paper) wanted paper (secret dropped) (checked) (fill here)

S → [In the Lobby] (paper bears) ∈ to Foyer, doorway S (checked) - ply paper (IRS wants audit of last 7 yrs)

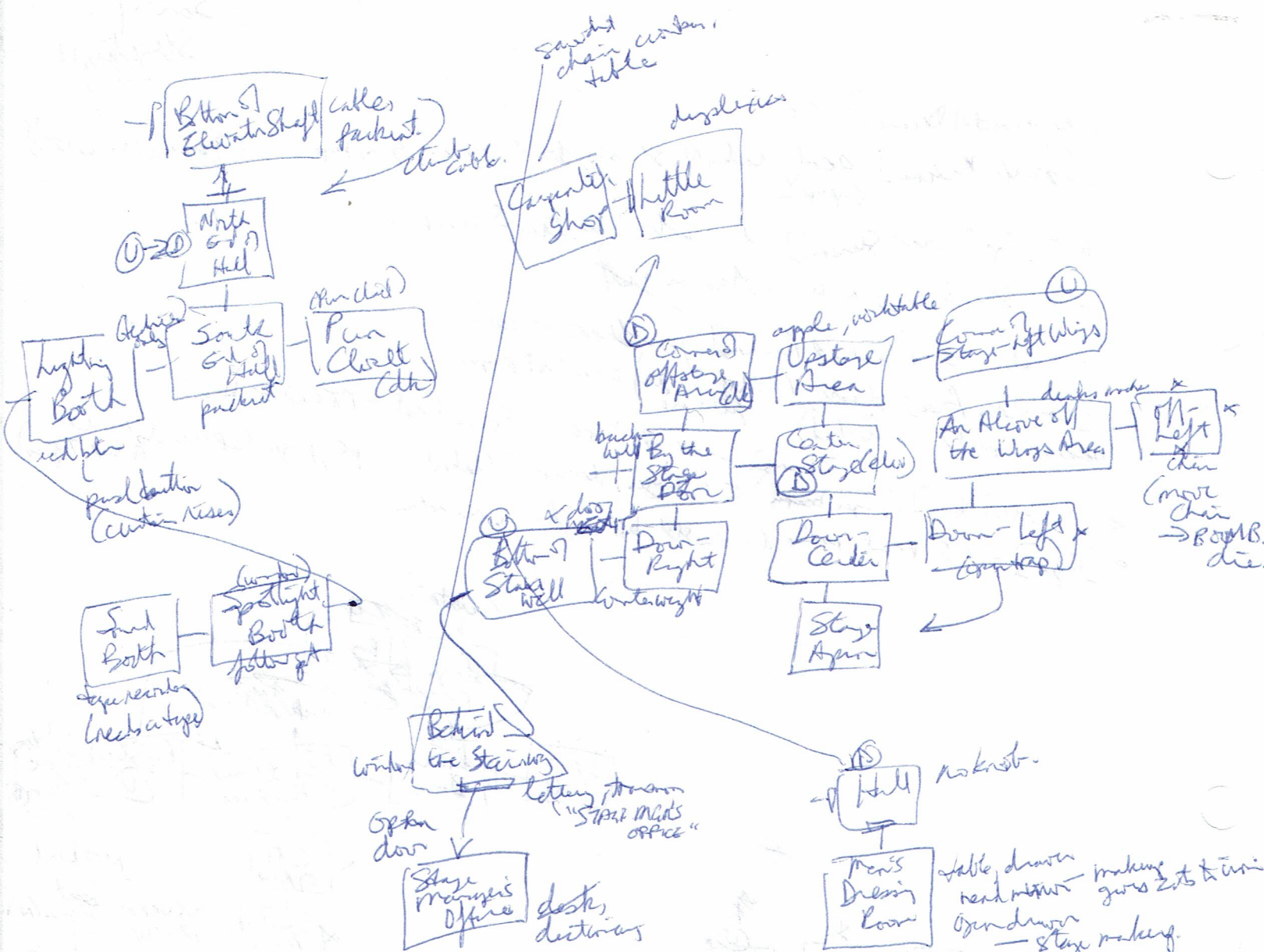
e [Foyer] ∈ + S, ready make (coin slot, buttons, buttons coin return)



REBBEN near
GRBBEN ROOM
eat apple (+10)
clean frogs like hot dogs

kick is valid where
light lamp → die
oil is valid where?

push doors



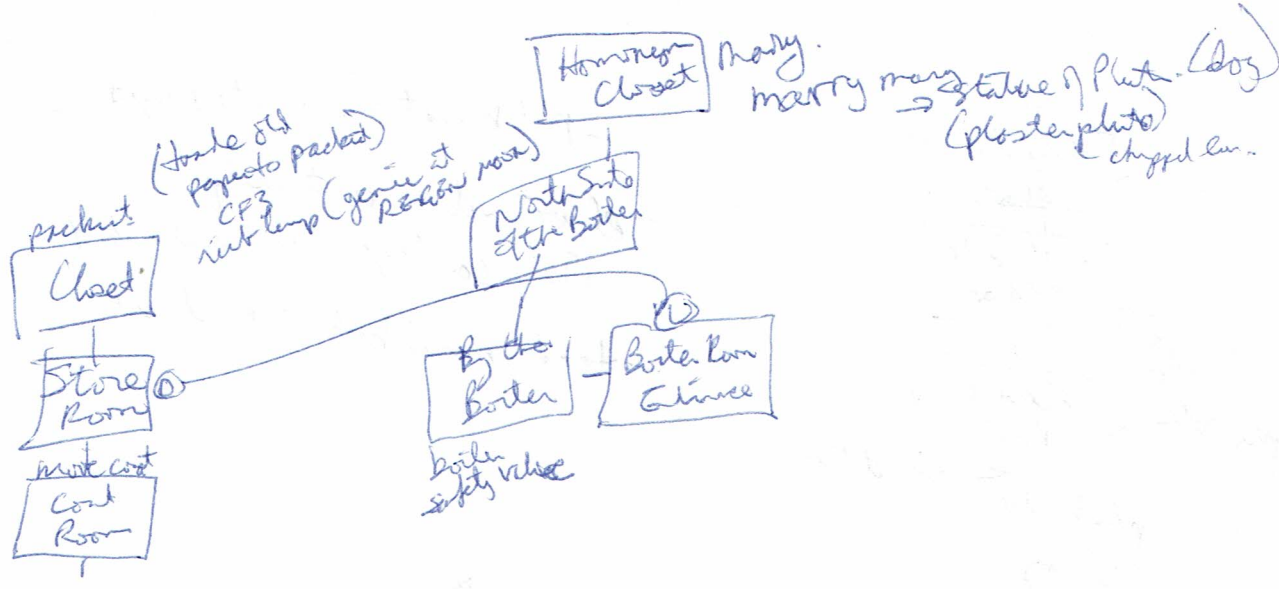
Trade X to packet (take roller skate)
 - don't trade holding (-1000pts)
 X spot - open lit - X socket (needs bulb)

Recall details

- CAT: catgut neurons (see HSTDC, KNIB, VIOWIN)
- QBMB: engaging girls (BULL, LAMP, SKATE)
- FRSQ: Feed & Kiss (HSTDC, PRACE(SS), GUY, GILL)
- Programmer:
- ReliBS: various
- TOTO: afterthought behind action.

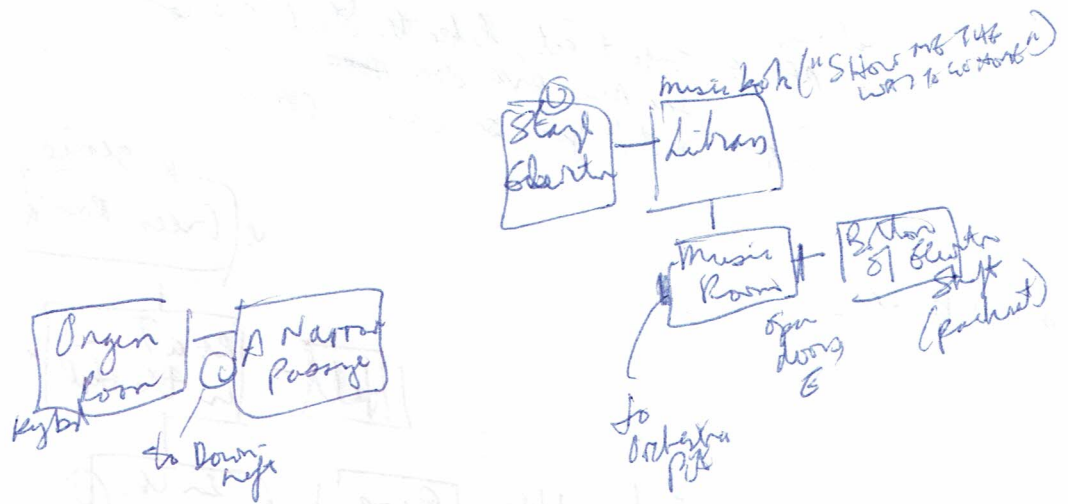
TAKE ALL.
 PLIP BULB: L.
 "re move about in in room"



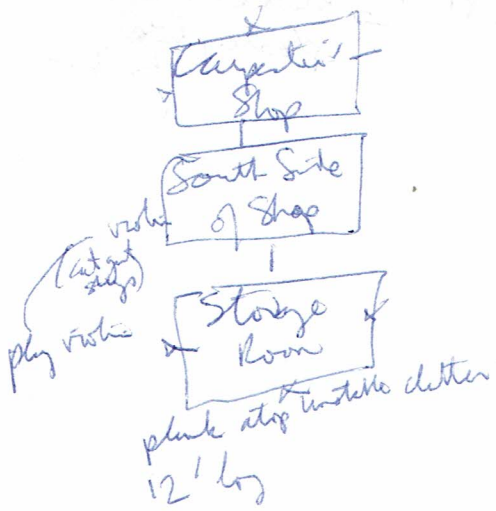


(Punk Closet) spar. SHAKE SPARE. (spar → bucket) kick bucket. ven bucket. out (can't see wall)

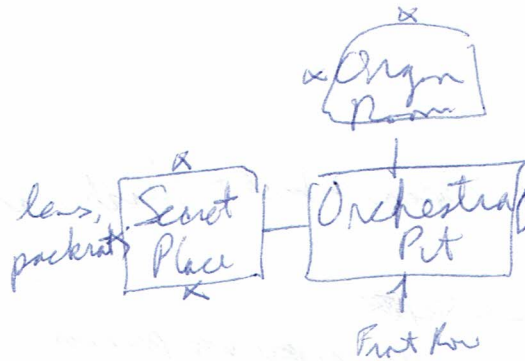
☞ CPU TRASH BOOK TO PAUKRAL → SKATE
 PUT BULBS IN SOCKET (of follow spot) → "you're here now, PROBABLY", paint bulb.



Up from corner of stage - left wings (acrophobia)



- put bucket or counterweight.
- elevator doors won't budge while standing on the counterweight.
- trade music books to pocket

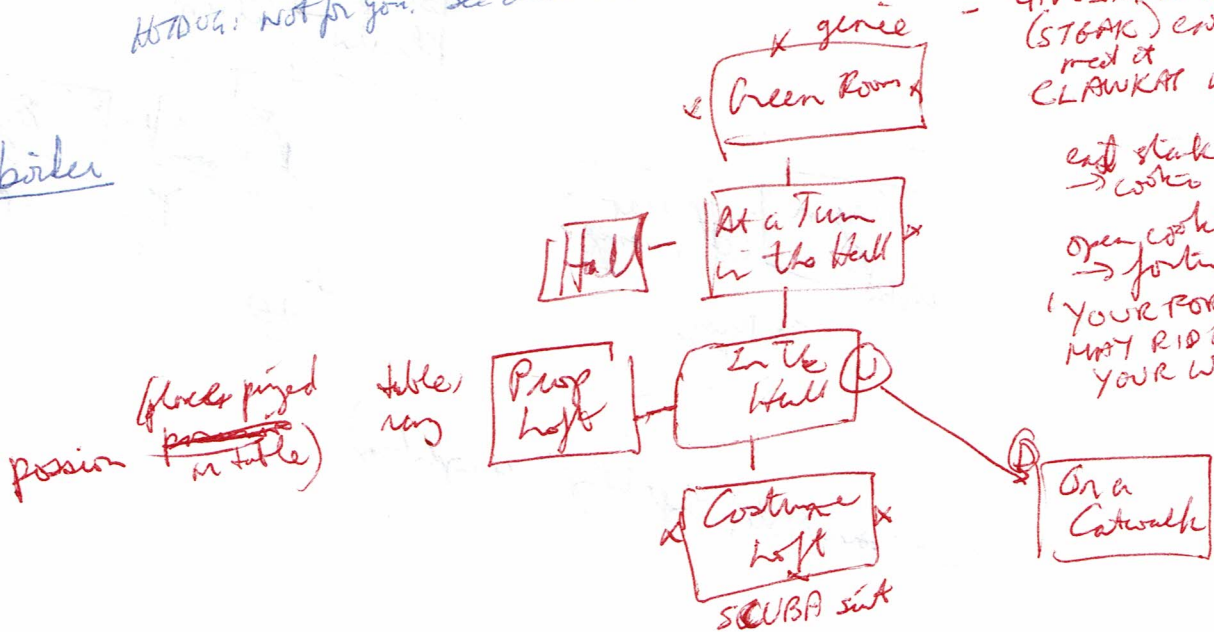


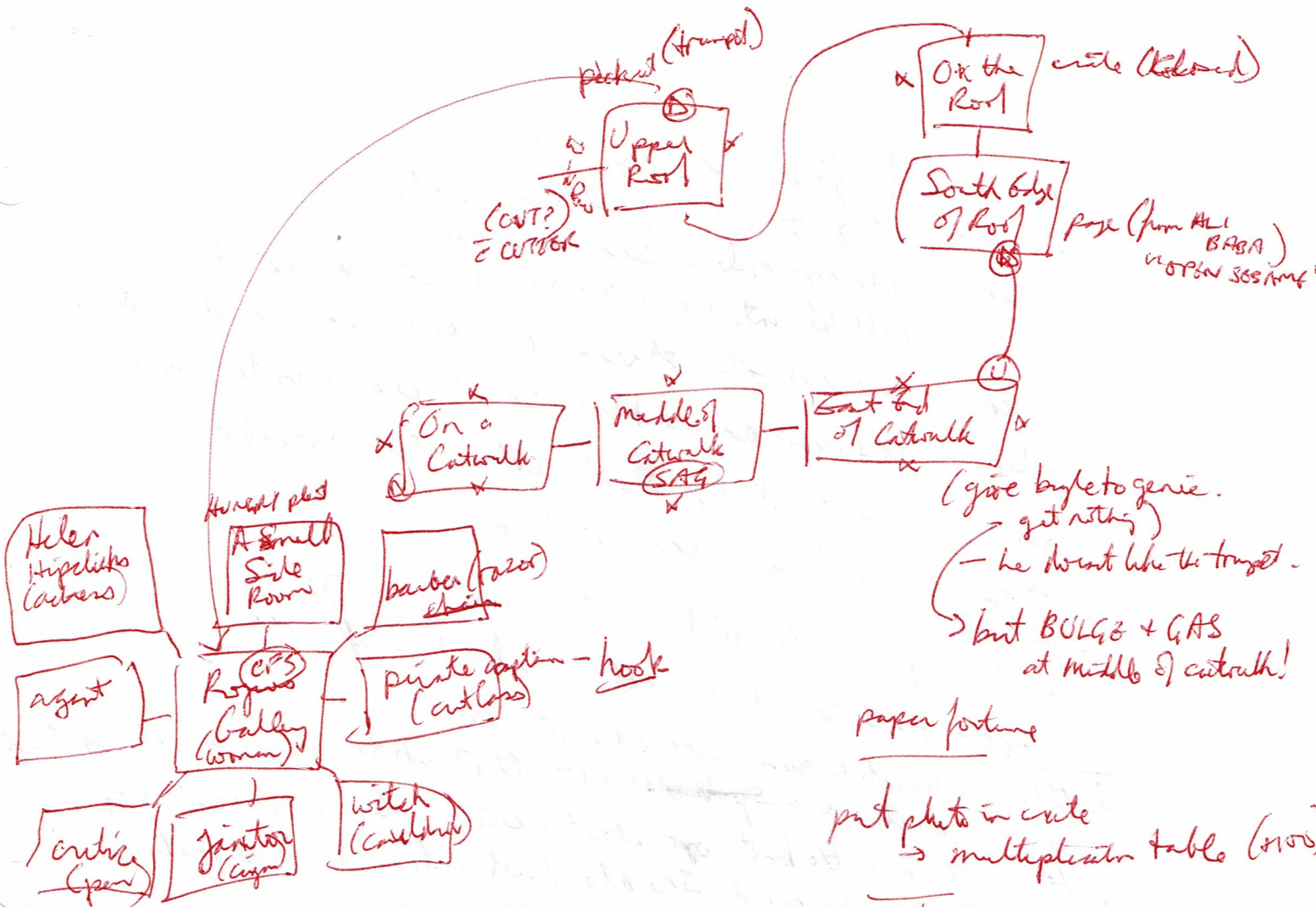
Stage Area

dictionary
 APPLE: safe to eat, like the steak and looking
 see also AVALON
 HSTDOG: not for you. see also CAT, FREE

- GIVE SKATE TO GENE (STEAK) eat up + meet at CLAWKAT with a TRACE.
- eat steak → work
- open coffee → fortune
- 'YOUR FORTUNE MAY RIDE ON YOUR WEIGHT'

blow boiler





(woman in zoo keeper's uniform will name you for all EXCEPT the "avocado" plant)

// open crate with crowbar & crate (DOOR GONE, IT'S EMPTY!)

CPG
 BOOK: Several must be read. Good for frags.
 See also PAB.
 AVONARD: Buy merchandise. (Big policy PAB).
 See also Drunk, Podgey, Bomber.
 SIGN: Needed to get a drink

AVOCADO
 from multiplication table @ Storage Room to dislodge plank.
 plank for gap
 sturdy plank

LIST EXITS

dessert - ^{Can of agent} cut glass, see box, mirror
 drink - not for you. See quarter, sign, water
 knife - cuts rope only. See also rope.
 knot - will fall into view if you search cat. See cat, door.
 oilcan - oil calms the stream & eats away hinges. See door, stream
 policy - insurance against blast. See also chair, quarter, agent.

apple - safe to eat, like steak + cookie. See avocado
 hot dog - hot for you. See cat, frog.

counterweight - up when window is down. Can catch things
 rope - holds the chest (cable is in elevator shaft). See knife.

bottle - dissolves gun. See also note, seat
 bulb - works in a ~~socket~~ other than the original. See also spotlight

button - The one the bottle operates the curtain. See also counterweight.
 door - Some can be opened. See also knot, oilcan, window, makeup.

phone: In the locker - the treasure is on the grid.
 plants: Put in the opened crate. See also crate, table, script.
 table: The portable one gets you the plants. See also crate, plank.

(The entire boiler room
corridor is too dark for the bulb.)

~~button~~ button, suit, ~~trumpet~~ (ring)
 bulbs

cf-8502

	plant	barber	pirate	witch	janitor	critic	agent Helen
hit X with knife		X	X	X		X	X
give ring to X		(X)	X	X		(X)	X
give makeup to X		(X)	X	X		(X)	X
give trumpet to X		(X)	X	X		(X)	X
kill X		X	X	X		X	X
kiss X		X	X	X		X	X
put makeup on X		X	X	X		X	X
put ring on X						(X)	X
give paper fortune to X							X
kick X							*

(X) - "give" turns into "Exchange" for some NPCs.
 * - Don't know how to check here.

cat: Is nervous about catgut, see also holdoy, knob, violin
 genie: transforms your gifts into useful objects. See also BANGLE, LAMP, SKATE.
 jug: Feet it then kisses it (yuck). See also hotdog, praise, process, guy, girl
 programmer: Deceit chip who spent years on this game.
 See also \$S registration

rogues: Various. A poor man's D & D. See also Gratuitous violence
 tote: An afterthought. Pay no attention to the little dog behind the curtain

boiler: might knock out a wall if blown. See also hacksaw, valve, note
 desk: The courtesy desk contains a very important item. See also key, recliner

dictionary: Dungeons soggy. Will fall apart if overused.

drawer: In Dressing Table. See also Makeup

mirror: cut it with a diamond. See also diamond, ring

valve: The safety valve has something on it. See also boiler, hacksaw, note.

buyle: Fun to play. Makes a good gift. See also genie, punter.

key: Won't be available until late in the game. See also chest, desk

organ: Type "4" (STOP #4 in the clues).

recorder: Will play a tape. See also tape.

tape: In the locked bathroom. Be nice to a friend. See also recorder.

trumpet: You will need it after you get past the mirror.

violin: Neither you nor the cat get along with it. See also cat, knob.

read organ: stops are numbered "1, 2, 3, 4, 5, etc." A simple touch would retwiddle the...

> 4 / (get into orchestra pit, by podium) } other numbers 1, 2, 3, 5, ...
 give paper fortune to packed @ Secret Place → hat! } DO NOT HURRY }

// wear hat. put parchment under hat. (can't read it in dark hall)
 (dark secret)

// "Reclaim" is a noun. // play buyle @ pirate
 → 1000 BONUS PTS

// watch doesn't want apple

[In a HW] "W+S" (W+S → Trumpet)
N → [In a HW] "W+S" ↻
E → [In a HW] "N+S" E → "W+S"
W → "W+S"

E → [THE R-E-A-L EXIT] cool chute (E+U)
U → (escape!) ⇒ chest of jewel somewhere,
chute locked, another not open,
pachut has smthg red,
BREAK A LEG.

e → [In a HW] ^{"W+S"} pachut
give cutter to pachut. Bottle read bottle "gun remover"

// pour bottle on gun → pencil note.
read note: "get hacksaw from safety valve & fix it before someone blows ^{the} boiler".

// @ Boiler - take hacksaw ⇒ [Ruined Boiler Room] E/W, hacksaw.

W → [Basement Store Room] pachut. give trumpet to pachut ⇒ quarter

// put quarter in machine. take quarter. take policy (it expires in 97 turns)

// put quarter in (drinks) machine. READ MACHINE "Recycling Ordinance - SIGN for Drink"

// move chair → [In the lobby] (Janitor's door open)

S → [In the Janitor's Closet] snowshoes, peephole E.
↳ sub, rat squish & 4 inch spike heels (over the window)

x peephole (see cars) Sami-Flush & a recording tape

// stage door is wide open // cut chain & hacksaw. take window.

// pry window & window (yes, but window tossed away)

W [On Grid by Window] need to be wearing snowshoes! (paths: S, E, W, SW)

W [Grid] (new corner) ladder D, S to counterweight (S, E, SE)

S → (die if counterweight is down), / SE → [Lower Grid] chest, rope.

cut rope & knife. (knife gone) x chest (smthg inside?)
chest is too wide to go down from hall } } put chest on magic table → DIB,
clothes & jewels }

cf - so chest

wear heels. click heels @ witch : +1000 Bones pts.

W with chest @ Stage Door (+2000)

cf - sos chest down

Now all exits sealed & need a miracle to get out.

Rescue needed, but ~~not~~ for people except rogues.

BREAK A LEG - PS I love the cat.

// cat @ Basement Stone Room. 'Judy'

give hotdog to cat (she eats it & jumps into your arms) (1/2 hotdog left)

(carry cat to visitor) TAKE KISS.

// put keys on door. w → [Women's Dressing Room] frog

give hotdog to frog. kiss frog. (guy) { he wants something to drink }

read secret @ secret place (S open)
note to [Basement Hallway] $\leq \leq$ put (green) gap
~~to~~ S (die)

put plank on gap \Rightarrow [Over the Gap] N/S
 \Rightarrow [Dead End] stream, gouge, N/W \Rightarrow (suit ^{is tank} disorder!) (die)

wet bucket. \Rightarrow [In Hall by Stream] S/E

\Rightarrow [Fork in Path] N/E/S.

\Rightarrow [Narrow Hill] gullotine & basket to E. (W/E)

S of Fork \Rightarrow [Breakdown] packet \rightarrow oil can
 \rightarrow return tin workshop, 1/0 Emerald City 02.

E of [Narrow Hill] \Rightarrow [By Broken Door] door E.

~~test~~ oil hinges (die - oil only on wet surfaces only!)
grease hinges (or put muck on hinges) - door opens.

\Rightarrow [In a Big Room] NW corner, packet (S, E, W, SE) \rightarrow bolt cutter

\Rightarrow [Big Room] (NE corner) thick plank. (THROUGH THE LOOKING GLASS & JOSHUA AT JERICHO).

S [In a Big Room] door S (east), window shows stream \Rightarrow Y

S \Rightarrow (door is a fake) a party) W [In the Big Room] door frame E mirror W.

oil stream \Rightarrow ~~can~~ removes stream, lose oil can

\Rightarrow cut bolts \Rightarrow cutter \rightarrow diamond! (key; ~~can~~ do this over)

\Rightarrow cut mirror \Rightarrow diamond \rightarrow [In a Hallway] S/E

\Rightarrow [Collapsing Room] play trumpet (hall W) \Rightarrow [In a Hallway] "U/S" (N/S/E/W)

\Rightarrow [Transporter Room] (no exits) N \rightarrow [Rest Room]

(of SOS 3)

W \rightarrow / N \rightarrow [In a Hall (3)] "W/S" N \rightarrow E \rightarrow [In a Hall] "N/S"

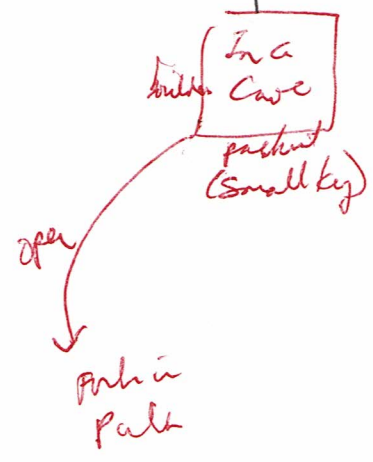
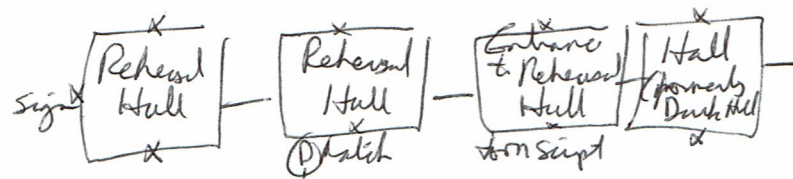
W \rightarrow [In a Hall] "W+S"

ideas

- ✗ apple to Mary (no; she doesn't accept gifts)
- ✗ apple to plant (GIVE or BAT)
- policy to agent
- ✗ steak to plant?
- cowboy vs barber?
- cat vs barber?
- ~~policy to agent~~
- ✗ apple vs barber
- ✗ wear bucket vs barber
- wear hat vs barber
- genie vs plant? (unlikely, AVOCADO has no obvious answer)

- zookeeper is a ~~male~~ when playing male.
- Fred Fleethips
- can't give thing to critic
- RING not safe to trade!
- can't give things to barber

PROP (FIRE) DOOR. PUT MUSIC BOOK UNDER DOOR {g will never get the book books}



- +1000b SHOW SECRET TO HELLO ✓
- " SHOW POLICY TO AGENT ✓
- " SHOW SCRIPT TO CRITIC ✓
- 100 rescue from rogue

put sign in music
give soda to guy

put tape in recorder
play tape (wednesday)

give ring to guy

guiltless fails & blocks
when guy is with you.

Chest → TOTO
disk → KALAM

Feed guy to plant
(Score reduced to -100 + die)

Chorus Hall
beam

~~Send~~

BREAK A LEG

Send To Room 223 1
gap me

(is this a weird null action?)

inspector's for out: bungee, skate, crate, bucket, table, plate. (-1100 pts)

may 15 - secret under hat

16 - secret on hat

17 - secret on hat

18 - secret fell

19 - what hat?

31 - crate & canteen collapses!