

(S. Erding) "NICE"

SOPHIE'S
ANS

[Sophie's km] bed, quilt, desk, ^{draws} _{draws}, wardrobe, TV?, E.

9:05 - 10:05

Search paper (dun) ∈ [Up the] wallpaper, carpet, light
goblet, Clara's NW, parents' SW, both N, & D. (Clara goes from kitchen to her room)

D [Down the] contracts, mirror, chest of drawers, front door?, kit 6, dining S.

Open upper drawer (jacket of diamonds) open lower drawer (stuck)

E [Kit] over cabinet, stove, microwave, fridge, sink, chair bed
back NE, hall W, dining SW, mom, carrots talk to mother 1) sing? 1) where are ^{hell} _{coops} presents?

2) down sing! 4) party? (later down) 1) vague 1) I'm RIGHT! (coops)

S [Ding in] tv, videos, tbl (cars, boxes, papers), hwn, kit NE, long E, ^{Dad} _{Father} (remote?), sofa

5) with 1) watching? 1) off (end) x videos 2) curious Combo to sofa under bed is 346.

E [hoye] chairs, party. x eyes talk to wizard (go to room + fetch it)

Move under bed, set safe to 346 (radio) // x wolfie // open front door (5 drawers + void,
Randle. talk to Randle 4) Prophecy? (Arkle, Grumble, Switch, Grolsch)

[Clara] NE back, send (Bruck is capital of power, a sensor needed to unlock it, go to town of Arlies)
choose as drawing 1) Randle 2) Switch 3) Grolsch 4) Arkle 5) Grumble

d (Lichen, drawings) talk to R 4) yourself (son of Grum + Grum)

1) Arlies - boss, maze 1) how get here (recall stone) 2) what if cut (death etc)

1) responsible (not since hand chp'd off) 1) Chopped off? (yep). 1) not empty till? (he recovers)

1) how to kill him? (?) 1) not empty? (I'd get in way) 3) weapons (dagger, bit more) 3) no grand?
1) shield? (row) 4) HP? no. NE [Bruck] ∈ [Bruck] escape w, E, NW

NE [Muddy Pth] NE & SE NE [Mudkin] N & SW N [Get Mud] ∈ (worse) w (hills) S (mid) w (old)

e [Copee] wagon, runs, runs, stuff, w + IN cash Clara alt blimp.
2) what if he's me? 1) Take me then detour. 1) Here? (bunny hatters) 1) Cruel 1) Yi mad.

2) why run? 1) Does it pay well? 2) what of relig? (from Get M → NE SMO (NE, S)

NE [Mud Free bit] powers. NE [Grimmighard Mapple]

Time Passes

action to be
= #Wart