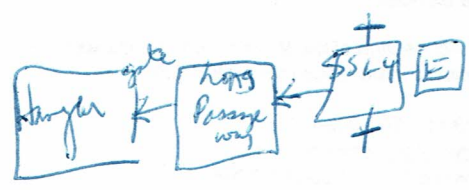
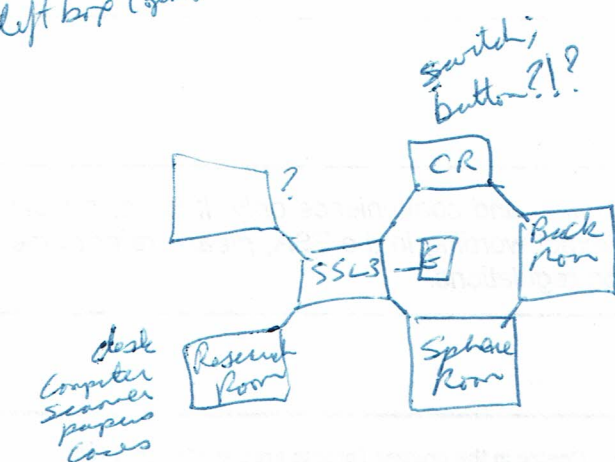


STACK OVERFLOW
Stack - z5
⑥

late for work at the lab

- [Outside of garage] mailbox on post, put N, E to garage
- e [Outside of the garage] in door, during N (open door - forget the key)
- w (slipable on brick, but it work?) // [Small room] table, tape player, walls
- x cassette (the best works of Rakhmanov)
- open cabinet (hammer, red cassette) x red cassette (Hedhobadus)
- x head. hit walls with hammer. → SYSTEM ERROR (entering debug mode) [+2]
- open cabinet (white cube, red cassette) look undirtible (paper)
- x paper (EBUC ELPROLB). blue cube → [Space Station level 0] edw E, monitors (15 min)
- x door (button) - (blue cube goes between SSL0 + SM) e → [Elevator 0, 4 push 1. w. [SSL1] w/e
- w [SS storage] crates, space suit, cylinder (table is possible) - keep moving door shift
- [SSL2] (hole in ceiling) wear suit. close helmet. u → [The Gravity Control Room]
- gyroscope, console { locker - slot { take gyroscope.
- [SSL3] NW/NE/SW/SE/E NG [Conveyor Room] SW/SE, rubber band on conveyor, box to take
- x box (what goes in wood case back) se from CR → [Bedroom] barrel of fluorescent light
- [Sphere Room] pipes, sphere, display, panel, 2 boxes (dial, switch, button) dimply
- left box (open)



take paper (randomly took 3750)
put it in ~~the~~ close lid.
Scanner
Re: Higher Species
From: main Control panel
To: Base SAHRESEN

x manual (controls of gravity room work) (+5 min)
rip manual
put page in scanner. close lid.

- L3 pg 1 - white button (turns gravity on/off)
- L2 pg 2 - green switch (allows energy exit) - check energy integrity first
- L1 pg 3 - black switch (allows L2)
- L1 pg 4 - blue dial (recheck gravity field)
- L0 pg 5 - red button (allows L1)

[Stuffed at the Pizza Sun Messer] (+1, 18)