

Goal: get out in ruins of Tairwest sector. see Hord esp. the lying beam of Devel.

Star Hunter  
by Chris Kenworthy  
Rel 1, 16 (4)

[Your sleeping quarters] bunk, N, bureau, gizmos. take gizmo (+S, push ctrl)  
N → [Central passage, East] W, S, E, N, Baza chip. { ship is 'Atlantis' }

take chip (+S) N → [Storage Room] shelf { screwdriver, Suro chip, Palm beaver }  
take all from shelf (+S) { Palm is on/off lightsrc }. verbose - S. E. [Atlantis cockpit]  
viewer, console, receptacle. x viewer (orbiting Bjanstin) x console (tape slot, receptacle, display)  
3 btms: green, red, & white

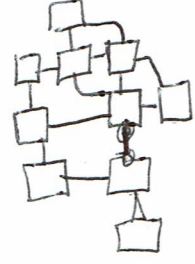
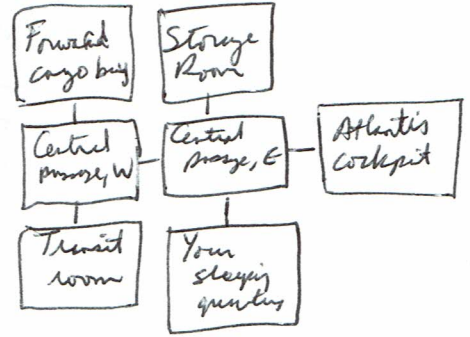
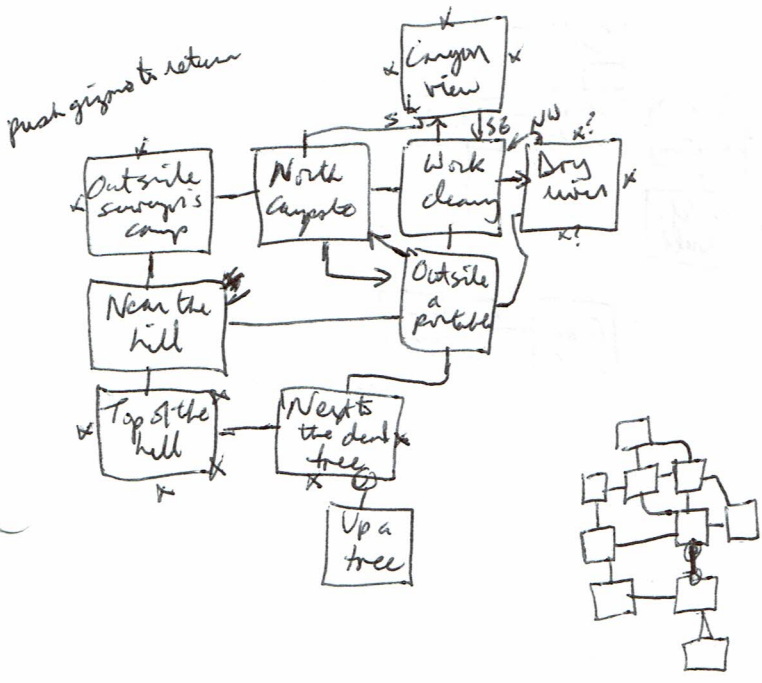
// [Transit room] circuit board { electronic gate }, buzzer control  
room for chip { open/close }  
lower (close lever ⇒ diode glow red; opens when y let go.)

put baza chip in board. close lever ⇒ yellow diode.  
put suro chip in board. close lever ⇒ green diode.  
push control (no chips) ⇒ shower of sparks.

⊙ Cockpit: push green btn (course TRANSACTORY NOT FOUND)  
white - caution?  
red - noisy  
put x in receptacle (cant contain things!?)

put suro in board. push control ⇒ [Outside surveyor's camp] (+10; comp E, kill S)  
E ⇒ [North campsite] shelter, working area, lookout pt, N tents (canvas + nylon) STAT chips (+S)  
E ⇒ [Work clearing] - S. [Outside a portable] portable door is locked. // [Top of the hill] breaded (+S, unopened)  
cant wear it?

[y river] striped tape (+S) { for navigation } // put tape in slot. push green ("course led in, sir!")  
push white button (something's in receptacle) take striped tape. (is white = eject?) - did it get confused?



(after ejecting tape & taking it, don't mess with contents)  
 2<sup>nd</sup> (with "penetrating silence") x resistor (greenish-white planet)  
 // close lever (with BAZA chip in board) ⇒ {E} . prod control ⇒ [Bazaar transit alone.] (410) metal beaker (strawberry milkshake)  
 E ⇒ [Notification wall.] message, barrier W, T junction  
 x msg {Arrived bazaar. No damage. No steady. Put items to trade on table, then ask for them in booth.  
 Do not enter another customer's transit alone.}  
 N [Bot junction] Simple bot, steel pedestal, W, E, S.  
 E [Drop zone] exits W, E, N. {someone left?} N ⇒ [Warning siren] purple barrier, E, message (reserved for Master Saxon's party)  
 S. E [Black statue] Black artwork, table (chabud (Portable disc, Saxon disc, left disc, Tower disc, Trap disc, Herring disc)).

ask and/or alt sat in disc (installed in electronic secretion, so it can be used as a key at the bazaar)  
 portable disc (for " , ~~to~~ key for sci Corps of the Terror Interstellar Kingdom.)  
 left disc ( for " , key for heavy mining & construction equipment)  
 tower disc ( , key for Denebian system)  
 trap disc ( , key for Antares area)  
 herring disc ( , key for fisheries of New Melbourne)  
 Synchronization (put it on table & I'll handle the entire installation)  
 bracelet (a treasure, but not enough. The tower disc requires many transporter chips; herring is on clearance)

[Gray statue] {Deluxe palm Beer bulb, base of soap}  
 (dent) use bulb - put light source on table payment, lifetime guarantee.  
 [White statue] {creature repeller, self-stealing stambolt, remote control}  
 repeller - limited battery, not effective vs. white, does work vs. most creatures.  
 stambolt - "ultimate in the development of self-defending hardware"  
 remote - no idea what it's a remote for.

