

[Main Hall] kit E, doors E+2E, stairs to steel door & garage east.
 i{-; no actual telephone} e [Kitchen] x foil, take it. /
 (red antenna)
 (NO) x door @ main hall (keyhole) w of MH → [Dressing Room] missions, many doors fac west.

STRANDED
 by John Lowe

x pin. // x steel (not steel door). unlock door with pin. open door. ne.

[Closet Room] periodic table, beatles, 2 bins (red + green) - push red? (can't call them "button")
 push green → die. push red → stick. sw - open steel. u.

[Upstairs Hw] x floor. (shiny ky?) take ky. (rx, w x, e (locked), s x, x door (rx?))

How to refer to bedroom door? } 'bed', room' (gray) unlock room with key. open room.
 e [Upstairs Bedroom] (win on left)

[Luxurious Bedroom] (annex) door N, bed, lpts,
 dresser, tb, chair. x bed. x headboard (remember student/teacher)

x lights (blubs in wall) pull lights (they slide out + turn them)

x door (panel + keypad)

4 * 14 * 11-14 * 31-H * 13-21-14 * ? * ? *

First 4-32-12-41 * 23-14-31-13
 2nd 41-14-32-21 * 24-31-13-22
 3rd 32-11-23-14 * 23-14-31-13
 4th 31-13-12-14 * 23-41-12-14
 5th 23-31-12-H * 22-23-31-14

(all 1, 2, 3, 4)
 digits

The Testing
 by Joseph Brozowski

notes (The don't hear softly)

x dresser. open it (hang)
 x table (note - great for tests; failure will end in death)

push front (green) button (no hum) →
 open door N. [Well Appointed Living Room]
 furniture, chair, fountain, doors E+S,
 5 galleries + 3 galleries.

sit in chair. x fireplace (more memories)
 y were hit by car, but healed quickly; lived 100s of yrs)

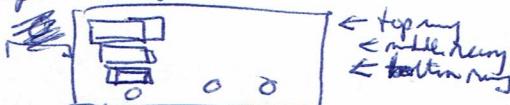
x white door (pedestal), white door label.

fill fire. pour fire. (2/3). empty three.

pour fire (0/2). fill fire (5/2). pour fire (4/3)

put fire on pedestal (thunk) e. (thunk) turn on light.

[Austere Room] piano S, carpet, stable after, grey door N
 x grey door. x panel. (3 pts in bin)



x piano (more memories)
 - remember people above.

(end) - PR

WA - AR

LB

push left. push right.

push left. push middle

push right. push middle

push left. push right

push middle. push left

push middle. push right

push left. push right.

push right. push left.

push left. push right.

push right. push