

[1st Room] donut tied to string to ceiling, bed, hammer, fountain of water, crowbar.
 x floor (paper under bed) take paper. read it (instructions on how to make a ladder)
 East too diff from bed making. x bed & y mid it from 12 spice racks & x pillow
 the pillow & find knife } x water (falls from corner of ceiling onto arch.)
 hit bed with crowbar (=> wood + nails) make ladder.
 climb ladder. take donut & fill tied } sharper knife on stone.
 cut string with knife (win!)

Tamating Donut
 .2 block. Est 1, by Kales Tact

- Spilly ends
- One-room game.

[Corridor] Doctor telling before activating the device.
 succeed, x yr future will be dangerous & exciting
 fail, + yr future will be very short.
 E/W, door E, door W, NW door below, NE study, picture, couch between N doors.

Flashed Addendum
 by Talbain
 has cover art
 genre: Mystery

y = flail near 6' tall in Dds. i } - f
 x couch. search it. (fake disc. x it (Henry, 2" dia, 0.5" width, one side @,
 other side 'VASE, VIDI, VICI', border has wide keyhole } x picture (landscape)
 open between doors (locked) open study doors. NE -> [Study] carpet, bookcase W, desk chair E, picture
 x picture (church like). x desk (3 drawers) open top drawer (silver key) x key (silver Yale key; crude)
 open middle drawer (empty) open bottom drawer (screwdriver) x screwdriver (red plastic handle)
 x bookcase (empty. no desk) SW -> [Corridor] { eastern + western doors are also locked }
 put key in disc { key falls out, charged } unlock bedroom door with key. open it.
 [Bedroom] bed, nightstand, table, blue door W, keypad, strange man (angry) with strange gun.
 x man (dressed in gut of asghar orderly) x bed (sheets & ground). look under bed (man blocks you).
 x nightstand (drawn) open drawer (blocked by man) x blue door (keypad; center of door is @, plastic)
 x keypad (LED display, 10 buttons @ to 10, 2 lights (red & green), display "93, 53" & blue cursor)
 SE (man blocks you exit) hit man. take gun. search man (paper)
 read paper: { 23 45 65 12 } type T8 (green light on, blue door open)
 { 33 89 13 42 }
 { 56 78 32 93 }
 { 26 53 64 24 }

W [Technical Corridor East] left + right metal plates, dark lamps, man ahead in dark.
 W [Technical Corridor West] more metal plates
 // TCG - x plates (glue on screw) // TCW - x plate (one plate is loose) unscrew plate (niche)
 x niche (wires, box, cables, rect slot in box i spins x tiny plate (battery compartment))
 W [Foundry] in dk, machine, dk lamp, panel i blue . i. ~~open~~ open gun (battery) take battery
 e. put battery in slot (hygro!) w. [F] x machine (large thick pipe + metallic box under it)
 push blue. (machine makes a key) l. take bronze key.
 // unlock western door i key. open it. w. [Talbain] won! (VR sim)
 (the bronze key doesn't unlock the eastern door.)

