

{ tidy up, then drive to the rest of the crew } [POOR IDEAS LEFT]

[Sleeping Berth] checklist, 4 bunkers, dividers, exit S.

ABOVE { 4 entries, THINK, THINK AHEAD, game should always be winnable, can PROFANITY OFF }

take checklist. head d { close all 3 hub shutters; set life support to dormancy mode; (from Rayford:) set reactor controllers to low power; lower antenna boom; stow mining rover in garage; final: enter transport rover & leave }

x me. x beds. x dividers. S → [Mess] N/E, 4th & 4 seats, cupboards { emergency rations, & self-heating cups of porridge } take rations { y eat a porridge cup } close cupboards. E.

→ [Access Tunnel] S/E/W; workers' hab W, Rayford's hab E, main hab S. e → [Office Space] desk, mgr in N, exit W, open shutter, memory of Rayford.

think abt Rayford { and here bc of smthg I did or not do? "No" "I don't believe" "We'll stop discussing here." } N (cont); passageway down lockst x desk. close shutter. W.S. [Service Area]

N/S/SE/SW/E/W; main exit, autoh W, conservatory S, locker & vacuum suit, service panel, memory of Kim. think abt Kim { "y mad y set h c me?" "No" "Others didn't agree" "Better wait 4 facts" } abt settlement project

think abt settlement project { New era for Mercury. Domed city where Calbris was. Always sunny & shade } think abt mercury. { 176 Earth day-log day; no atmosphere, gravity like Mars; glass & steel in abundance here } think abt Calbris { Mercury's capital; a mining base &

Wyshem-Yamano offices & Mercury Miner's Union Hqs. ~200 people. Aristoxanes crater, tunnels; 1/2 of every Sat, stuck in island of shadow in sea of deadly sun; water ice & volatiles }

think abt mining { miners are terminator-chasers: enter after dusk & leave before dawn. ♀ is a ball of metal } think abt company { W-7 leased entire plant from Solar Development Corp cheaply; mess driven tech makes it possible; 5 yrs of work then retirement - Might it be better on the Belt? }

think abt union { MMU. You've put a lot into history R+ other mgs to account. } S [Conservatory] plants, reactor core D, open shutter, life support controller. x life support { currently fine & set active; can also be set to dormancy & shutdown. }

D → [Reactor Chamber] panel. { ok. set active; other options low power & shutdown } / @ Service Area: x panel { box to disconnect control autoh; incl. emergency repressurisation button }

SE of Service: [Smelter Control Rm] chains, controls, mass driver ctrl in S, emergency locker. open locker {just air, sealants, tools yes; communication is gone}

x Smelter (it's shutdown; y ~~has~~ ^{can't} shut it up)

S [Mass Driver Control] ~~control~~ Konsole, shelves, open shutter, memory of Mascha.

think abt Mascha {company wants workforce stuck here without their family} bougie
think abt me {y = Ainsley Ingall; y worked in earth moors in Bay Area, but it didn't work out}

// SW of Service: [Communications Room] switch, column .. turn or switch (nothing happens; y'll need to check boom outside)

// E of Service Area: [Eastern Antlock] cycle switch {need suit, else ~~take~~ ^{take} suffer explosive decompression}

// @ Mass Driver Control: close shutter // @ Reactor Chamber: set control to low power

// @ Conservatory: set life to dormancy. close shutter. N.

Service area: open locker. wear suit. e. push switch [Eastern Antlock, in vacuum] {shut B2 doors}

e [Mixer Garage] ←/w garage door open. e → [Strip Mine] yard S, ^{may} work, mass driver, cycle

x driver (base closed, contains gentry but lifts ingots.) x rover (shutdown, service important done)

(blade point, hot back) S. [Smelter Yard] N/S (between smelter & center edge)

x smelter {input cycle + panel shut when ingots tumble out hot}

S [Mass Driver Loading Dock] N, SW, test load, com any SW. (drag it, its heavy). x bay.

SW (even in 1/3 gravity, y'll need help.) stand on test. SW. [Communications Array] ~~NE~~ NE & W.

x boom {mangled in a plasma torch, inexpectly} think abt boom {So y couldn't call for help?} fix boom (cut)

W → [Artificial Ridge] N & E, see star of Tycho. think abt Tyche (orbital, where W-Y's suits live; y've never been there; yr way sta was Eleusis.) think abt Eleusis (orig orbital, going like a bus terminal)

N → [Surface of Mercury] SE & E, glint. x glint (y take a key, probably Roford's)

e → [Lower Garage] transport rover (every RQ move time to 2 hrs left, & we either UNDO or forced to attend)

// e mixer bay in use: mem of the call. think about call. {What performance review?}

@ Service Area: mem of strike {think abt strike = called off at site 17 & other sites; not just y}

[Personal Chambers] bed, desk, plasma torch, screwdriver, tube-shaped service key

x torch (empty, prob used to destroy the comm array)

x screwdriver ("extruder" variety that fits any screw)

x tube-shaped key (used to open service panels on heavy machinery)

open panel @ Service Area / @ mirror gauge: open compartment with screwdriver
- with service key (can't do it in suit.)

close gauge door.

/// after reactor in room: @ Smelter Ctrl Room: men of site 18.

> think about site 18. { another hot bloom; Kim angry; "they write it off as a business expense" }

~~x button~~
@ Mass Drive Control: x load button { button for loads, something with the mass drive, through the gantry outside }

@ Reactor Chamber: set control to shutdown { *** You have your small revenge *** }

@ Conservatory: set control to shutdown { *** You have your small revenge *** }

@ Mass Drive Control: pull button { which: load, aiming controls, or fire button? }

/// think about sol.

/// going back inside, then returning to room + leaving without revenge:
*** You have turned your back on site 43 ***

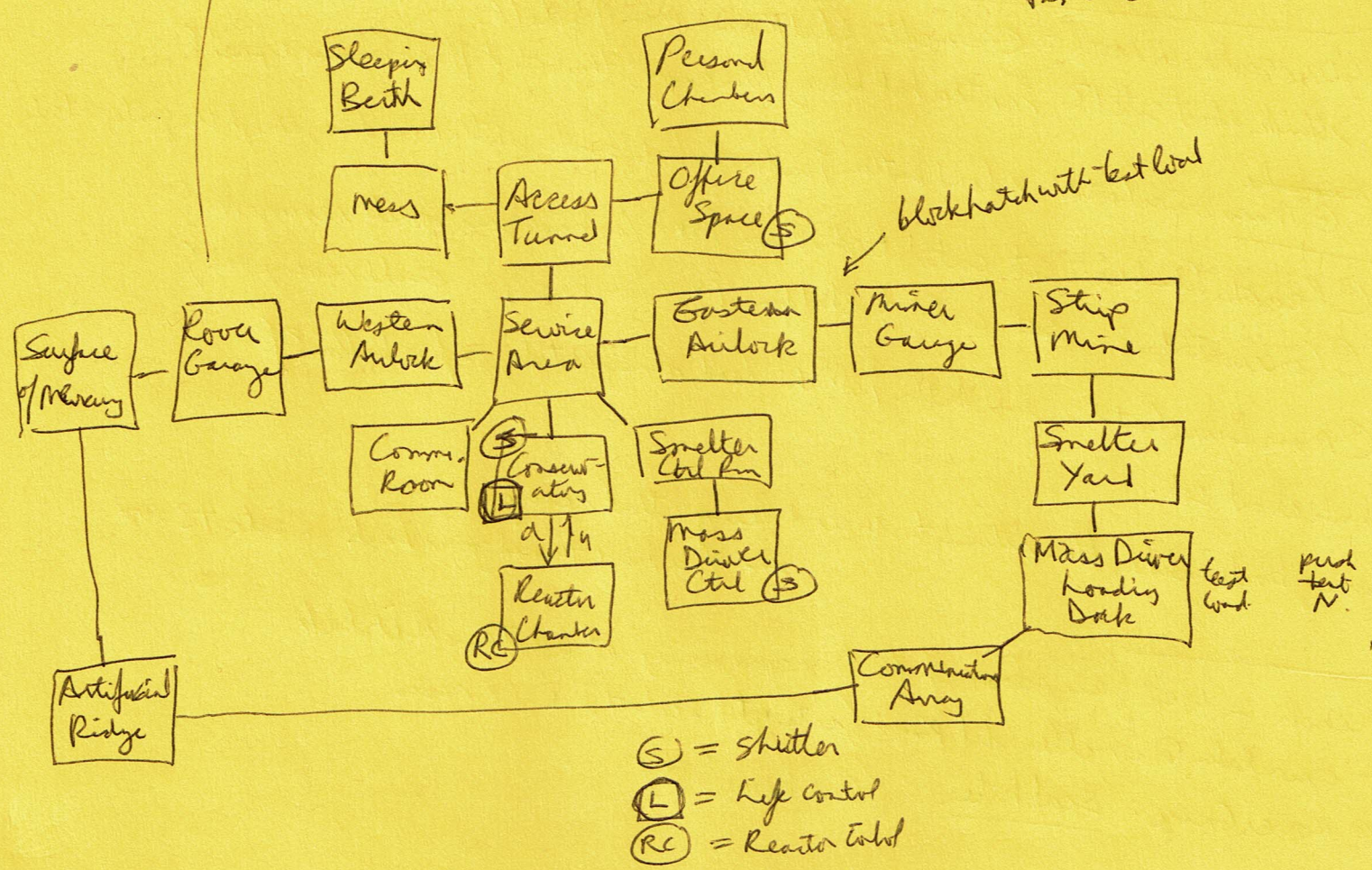
- Breach in west gang door if try to repressure at Western Airlock

- open hole @ Smelter Ctrl Rm: (auto gtl sealed) i. x resin

@ Rover Gauge: seal hole. (One hour left)

compartment of work is left!
 put reaction compartment (vents - rescrew it closed)

unscrew screws
 open compartment (cover reacted)
 take reactor (✓)



- leave without changing anything
 E.g. head to Calvin + Mascha; *** You have escaped site 43 *** }
 > AFTERWORD