

[Bailey Rd] houses, SE/W, Thompson's Alley to N. (wood chasing)

{ shirt, trousers, boots, knife } blood, ^{large} bread knife, top broken, saw ferruginous hairs ^{in pool of} brown blood.

Terrified
by Richard Otter
w/ Eric T. Dorvath

N [Thompson's Alley] N to Devon Rd, S back, e to Pit, concrete
e [The Pit] by dk, ph. to e, roof e → [Small Park] W to pit, S to ctgd, gravel path N.
N → [Gravel Path] bushes (exits?) N [Gravel Path] N/S (captured!)

if you are caught,
the game ends

W of Bailey Rd → [West End of Bailey Rd] (W/E, the dirt you come from, dented ~~in~~ [West End of Bailey Rd (2)] W/E (W/B))

SE of Bailey → [East End of Bailey Rd] (E/NW, houses) E → [East End of Bailey Rd] E/W, not the 'right way' (E Worked)

N of Thompson's Alley → [Devon Rd] N/S, party light at end (x light → piece vehicle) N → [End of Devon Rd] (end: captured)

{ just dropping the knife in The Pit would hide it }

S of Small Pk → [Ctgd] bench, window broken E, old bricks, old man's dog (who runs W) (but you can go W.)

x bench (key). x window. smash window (fuel) + captured

[Ctgd] cover bench with rag. open window. e. [Bar Room] spade // handle gate (@ Gravel Path 3) (with key)

e [Field] dig (buy knife, throw away ~~spade~~) { Jerry & some man were in bed together }

w. [Field] removed. burn shirt. burn trousers. // wear jeans, wear trousers

