

[Main Hall] kit E, doors E+26, stairs to steel door i gaggle cast.
 i { - ; no actual cellphone } e [Kitchen] x foil, take it.

STRANDS
 by Joder Lowe

(NE) x door @ main hall (key) w of MH → [Dressing Room] magnets, mirror desk, for coat.
 x pin. // x steel (not steel door). unlock door with pin. open door. ne.
 [Choked Room] periodic table, books, 2 bins (red+green) - push one? (can't all then "button")
 push green → die. push red → die. sw. open steel. u.
 [Upstairs Hw] x floor. (shiny key?) take key. (N, W, E (locked), S, x door (no))
 How to refer to bedroom door? 'bed', 'room' (grey) unlock room with key. open room.
 e [Upstairs Bedroom] (win on entry)

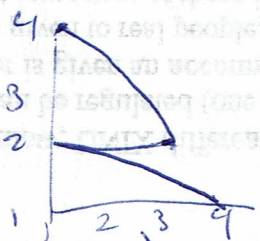
[Luxurious Bedroom] (amnesia) door N, bed, lpts, dresser, tbl, chair. x bed. x headboard (remember student/teacher)
 x lights (lights in wall) pull lights (they slide out + don't think)
 x door (panel + keypad)

The Testing
 by Joseph Brogowski

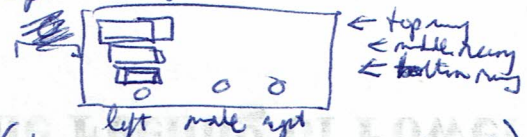
4 * 14 * 11-14 * 31-14 * 13-21-14 * ? * ?
 First 14-32-12-41 * 23-14-31-13
 2nd 41-14-32-21 * 24-31-13-22
 3rd 32-11-23-14 * 23-14-31-13
 4th 31-13-12-14 * 23-41-12-14
 5th 23-31-12-14 * 22-23-31-14
 (all digits)

water (The doorknob softly)
 x dresser. open it (lamp)
 x table (note - great for tests; failure will cost in death)
 push 4th (green) water (no turning)
 open door N. [Well Appointed Living Room]
 fireplace, chair, fountain, doors E+S,
 5 yellow jug + 3 yellow jugs.
 sit in chair. x fireplace (more memories; y once hit by car, but healed quickly; lived 100s of yrs)

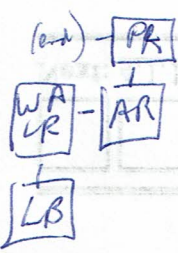
x white door (pedestal), white door label.
 fill five. pour five. (2/3). empty three.
 pour five (0/2). fill five (5/2). pour five (4/3)
 put five on pedestal (think) e. [Dk] turn on lamp.



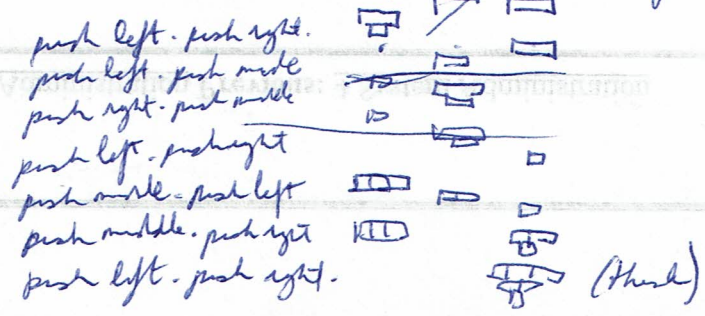
[Anteroom] party S, carpet, table center, grey door N
 x grey door. x panel (3 pts = bins)



x party (more memories)
 - remember people above.



x table. x note (it's a Tower of Hanoi; want all to right)



open gray. N. [Pleasant Room] (hissy) mirror, table, featureless door W, carpet.
x note (poison gas) x mirror (remember all memories)
Baxter (see) x se (hole) put lamp in hole (which: SE, NW, NE, SW?) (too big)
fake note. put note in south east hole. baten (new corner) (crumpled note would be)
put crumpled note in north west hole.
put unrolled note in north east hole
put note in south ~~west~~ hole (hissy stops)
hit featureless door. (win)

The Three Rooms Gone by Jason Sabata

(escape!)

[First Room] put down, take (wallet (letter)). take wallet (+1). take letter (+1)
x letter (magic 'bet the Ace') open door. w. [Second Room] second door, take.
take axe (+1) x letter ("Kill the Dragon"). open door. lock. x key.
unlock door with key. open door. w. [Final Room] final door. Dragon.
kill dragon. (+1) look. take final key (+1). unlock door with final key. open door.
w. [Epilogue] (win/merit) - it was all a dream.

(too big & take axe)

y want to give yr Wold char, Keltumaxia, the sword;
in Calif at Blizzards longest Sewer Purgatory.

The Quest for the Sword of 1000 Truths by Carl Saary

[Blizzard HQ] need disguise + historian to get past lobby receptionist. i { }
pen, grass obj, carpet, desk, receptionist. take pen (ind will bust?) x receptionist (obsessive cleanliness)
take all (and receptionist) x (grey cab drive (prowly left) drop pen. (mess))
N. [Staircase] glasses. take glasses. wear glasses.
U [Staircase] U of N? N -> [Floor 1 of Blizzard HQ]. Closet N, Chars M-Z to B, A-L to W.
x programmer. N [Closet] (ent leave) [Characters M through Z]
remember Nathaniel's gen (must delete him) - sewer. x sewer ~~1~~
delete sewer. W.S.U. [Staircase] Backups N -> [Backups] sewer containing all,
sewer containing M thru Z, sewer A thru L.
x items (Sewer 3) x Sewer 4 (backup of N thru Z) delete sewer 4.
// [Characters A through L] sewer // backup sewer 3 - delete sewer 4. delete sewer 5
(delete sewer 3 -> die!) // delete sewer 2. // @ A-L. import sewer 1.

(the grey thing can be referred to as "drive 1")