

[Cell] bars N, cot 6, sink + toilet W, flagstone floor.

look under cot {slot, +2} take slot. look under cot {spring, +3} take slot. take spring.

x sink (springs, handle) turn on sink (city: greenwater; auto off)

look through bars {lights, hallway, shadows / a guard?} move flagstone {+5, hole}

d -> [Tunnel Beneath the Cell] E/W. water (rats?)

e -> [Dark Tunnel] E/W, mud e -> [Dark Tunnel (2)] end of tunnel, water drips, sound.

x ceiling (half a flagstone is exposed) // W of TSEC -> [Dark Tunnel] orange eyes (6 cm wide eyes!)

W -> (die) // @ Dark Tunnel (2) : move flagstone {+3, hole up}

u -> [Cell (2)] cot, sink, ~~toilet~~, white-haired man.

x man {Zarin is here to help y right an ancient wrong; pushes y E thru wall to...} -> [Cafeteria]

[Cafeteria] doorway E, contractor heges N, boots, umbrella, blue uniform.

x uniform (has barcode strip on pocket) e -> [Building Entrance] open door S, stand across it
has N. x stand (laser beam) N -> [Hw] orange & purple graphic, hell N/S, doors E + W.

W -> [Study] bookshelves, prep table, chair, table. x table. take pamphlet. read it.

{recipe for bomb: ketchup, salt, teriyaki, mustard} e of Hw -> [Worker's Bathroom] toilet, sink,

cabinet. x cabinet {Scrub n-Shin, sponge, cleaning powder}
 ↑ enormously friendly packing

N of Hw -> [Hw (2)] N/S, door W, guarded by 2 guards & rifles.

N -> [Hw (3)] E doorway, W closed metal door (locked) e -> [Kitchen] green tray & other stuff, door S, box,

dispenser. i {now on tray: meat, potato, fruit, plastic glass} x belt. x nail. x works.

x dispenser. push ketchup/teriyaki/hinost/salt button. take ketchup/teriyaki/hinost/salt.

open potato. take foil. make bomb (✓) s -> [Cafeteria] trash can, mess, crook. x mess.

x workers. x can. sit. eat meat {workers leave by going to mess on north wall.} take glass.

N [Kitchen] (lose tray) W. throw bomb at metal door [+4]

W { crachly nose as y with across a net } [Computer Room] monitor, keyboard, on/off switch,
 desk, chair, rubber mat, portable battery, computer disk
 x mat (able for not to wall; remove static electricity)
 x battery (3 hotted receptacle on top) x keyboard. x keys (Dorrah)
 turn on switch (fan, or monitor on) x monitor. } "Cuminda at large."
 1) John Regent aka "Big Johnnie", propaganda, lost in Trask, Jact.
 2) Phillip Horce, possessor of class IV firearms, lost?

- pub extra: 3) Susan Burt (forger) at Upway Stn
 4) Dr. Huijones aka Stone Pen (suburban), Northrup Blvd
 pub extra: 5) Thunta K. Wirhingen (gambler, owner), Homestead, Cassin's Place
 6) Harry Tappin (contractor/computer), Epic City, Epic
 7) Luita Masako (union leader), Demosny, KPS-316
 8) Rachel Yoder (smuggler), + The Wanderer*
 n (reports 1+2)

W of guards: [Armory] table { steno gun, recharger, plastic bottle }
 x gun (dead, 2 empty receptacle) ↑ acid neutralizer - pH 11.
 3 project pens, cord to jack, "pull me" lever.

plug jack in gun. plug plug in pack. pull lever (+6, gun recharged)

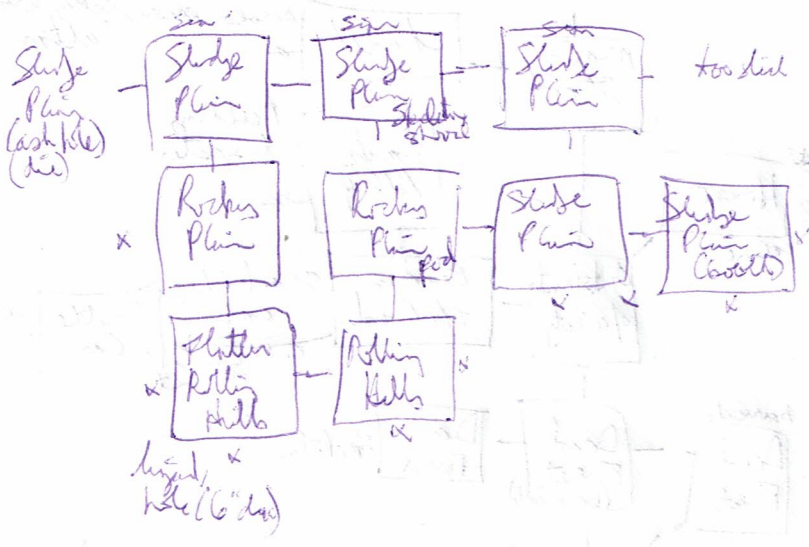
unplug cord. put pack on table. take gun. take bottle.

// @ Worker's Bathroom: x toilet. x sink. turn on sink. take sponge. put sponge in sink { now water }
 turn off sink. put powder on sponge. { jar dissolves! } clean sink with sponge
 x sink. x gun. { die if you pour sent a shell on sponge + sent sink & sponge ⇒ traces of 2 different cleaners! }

// @ Etna: put spring on slot. jump using pogo ⇒ [Sludge Plain] E+SE booth, sign, N, W.

x sign: WARNING! north is still! x boots ("Melica"; 2 boots: "Comaris" & "Bluc")

W [S.P.] block S+SE. W ⇒ [Rocky Plain] sleep W, plate. x plants (pods) take pot
 S ⇒ [Rally Wells] block SE



x skidder. taking up. open unrollable, x using (it's rope)
(acid rain! it eats thru the unrollable)

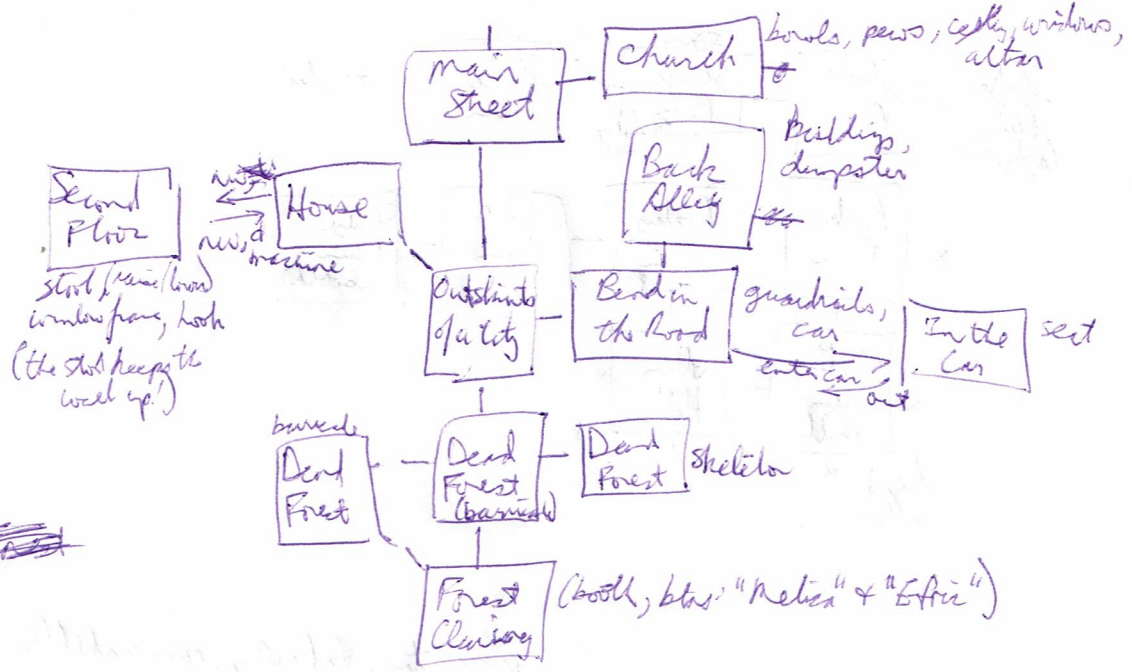


[Faint handwritten notes, possibly describing a component or process related to the diagrams.]

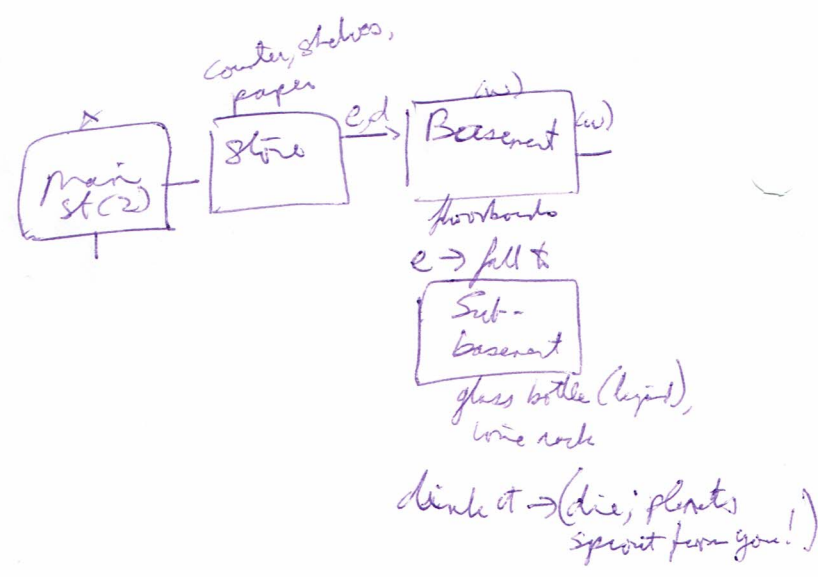
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"Comaris"

tie rope to hook ✓
 take short climb-rope [45]
 → back at outskirts
 (can't go up; you can't
 find log)



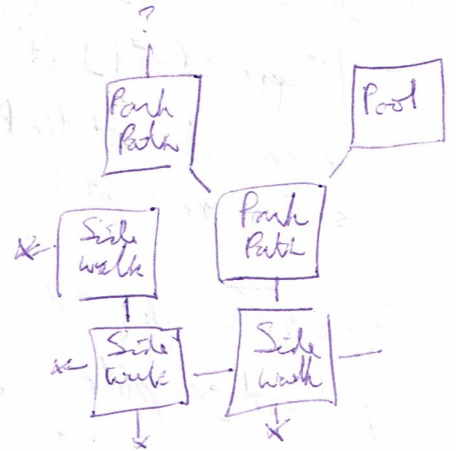
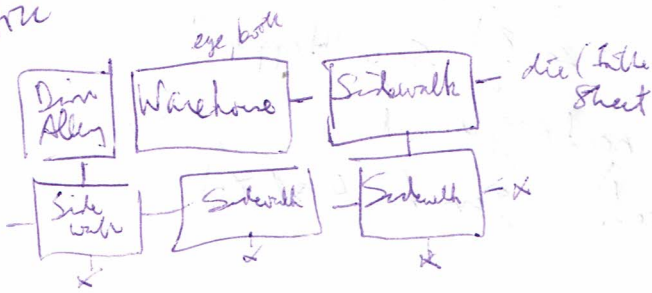
take paper → package of booklines (AA, cataplane)



yes, the stool is the log
 end of the sub-B [45]

article abt creation of Wülpstaden for X/2027 news?

"Eru"



enter pool (wearing boots)
 switch switch. out. (fence not electrified)
 (can't take coins)

on the way

- pod falls in hole (can't get another!)
- yellow bird?
- ~~when~~ pod pour viscous liquid on hole (but, some grass grows out)
- where to grow the pod??

- wrap umbrella with foil (works!?)
- pour acid neutralizer on umbrella (this, or this + foil? repel acid rain at least once) [+7]
- dig hole (i shovel) @ Platter ⇒ trapdoor [+8]
- d ⇒ [Glowing Cores] w blocks, NB slowing.

- shoot bird (with gun): it falls thru the ^{open} umbrella & slams y into the sludge (ketic)

- pocket of uniform (what can go in there?)

push all buttons.
 take all from slot.
 make bomb.

x dash (of car) ⇒ small key
 unlock gate with key ✓ open gate (+4)

[In Front of a Building] door E, guard, force - shoot guard.
e [Black Market] (figure asks who you want to see?) say "Happer"
⇒ [Tapper's Booth] (+7) What do you need programmed?
(we can only visit the Black Market once!) (gun has 4 shots)
(shooting Tapper is fatal)

move notes (with pills) "It would take some natural force to budge that at all."

put pod on pile - four visors on pod [+7 pts; N open]

⇒ [Blowing Cavern (2)] S, W (stream) & stream (acid!)

(four neutralizer on boots → worry! boots repel liquids!)

(four neutralizer on carburetor → protects it very briefly, but carburetor is eaten)

(put plastic bottle in stream → works briefly until the stream washes the neutralizer down the drain)

four Neutralizer on sponge - put sponge in stream [+6; but hurry!]

w [Cave] ^(hole) N/W/S, 3 lizards {learn that lizards are intelligent; there's a "person" waystation"
hidden under the altar; you could reach the Imperial Complex & stop there. Will you help? ⇒} yes

(all lizards vanish) // dig altar (H) take waystation - & it (key, jack)

press help {when it on your left hand, type the number of word. For list of presets, type 0.

type 0 ⇒ 001: Mexico, 002: Comoros, 003: Epic { type "001" ⇒ Study Plan.
when completed.

// show waystation to Tapper. {it'll cost 10,000 chips} {what describe?}

say "imperial complex" {free, but free Epic; +4; now at Front of a Building}

when waystation - type 0 { 004: Imperial Complex }

"Imperial Complex"

type "B04" → [Hw] E/W, locked S, doorway N. x door (stair)

N → [Informator] desk, sign, attendant { carries plastic card }

W of Hw → [Hw(2)] E/W, locked S, doorway N. N → [library] label bookcases + chair. (one leg too short)
 sit on chair (see old book) take old book. x it ("Talking to Bacteriologists") read it. (ask)

W of Hw(2) → [East West Hw] locked door W { all locked doors have slots }

E of Hw(2) → [Hw(3)] grey box on ceiling → [Hw(4)] open S, E door ^{insert}

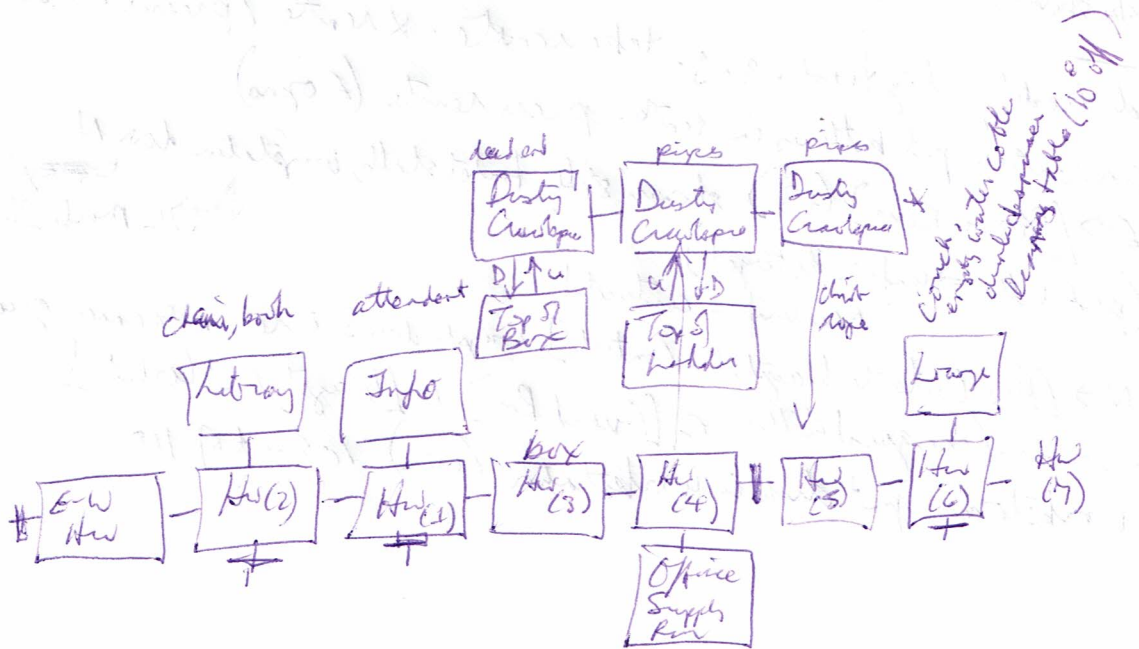
S → [Office Supply Rm] screens, vendor. x vendor ("340", slot in floor).

@ Info: read books to attendant. take card. x small sign { attendant is asleep }

@ Supplies: put card in slot. [+S; ladder] x ladder (control stick, wheels) { card gone? }

W [Dusty Crawlspace] move tile. Δ. [Top of Box] screw down, patch work. U. E. E. { Dusty Crawlspace(3) }

tee rope to pipe. climb rope [+2] [Hw(5)]



[HW(7)] architectural box, waystation door/hole, ^{direction} ← Waystation Control ≡ "24"
+ OUT OF ORDER, access panel, reentry pad. (swivel)

E → [HW] beholder E, aground N
N → [Office] ^{swivel} nameplate ("Person Davies"), 2 panels under cabinet, 5 jeans, seascape, treadmill.
(use treadmill ⇒ "day's work complete")

✓ answer access panel. E wires + socket revealed
plug patch cord into waystation. plug patch cord into socket. {link established}

type "24" on number pad (download successful) CRC check invalid [44]

type "0" on keypad { "005" : Programmed Desturater }

type "005" → [Counsellor Room] papers, 5 counterpersons, table, door N.

z* → [Trash Heap] security ^{NB} camera NB, chute, vaporizer W, instructions, vertical scan E.
read instructions. { find a shovel in NW corner. Shovel pile into vaporizer or die }

take shovel (as shovel) x shovel. footnote 1. { can't use personal waystation; shuddered }

"no ident code" / dig trash. g. s. take remote. x remote { pressable + closed compartment }

open remote. put batteries in remote. press remote (E opens)

E → [Shower Room] (43) shower stalls, toilet stalls, waystation door N.
"OTL Mark" [E]

x shower (push button ⇒ ^{new} ~~unifin~~ destroyed) ^{new} ~~unifin~~ constructed

N → [How Outside Waystation Control] waystation door S E retina scanner, guard room E.

x window (one guard in there) E [Guard Rm] N [Waystation Control]

x workstation put disk in workstation (win) 105 out of 110