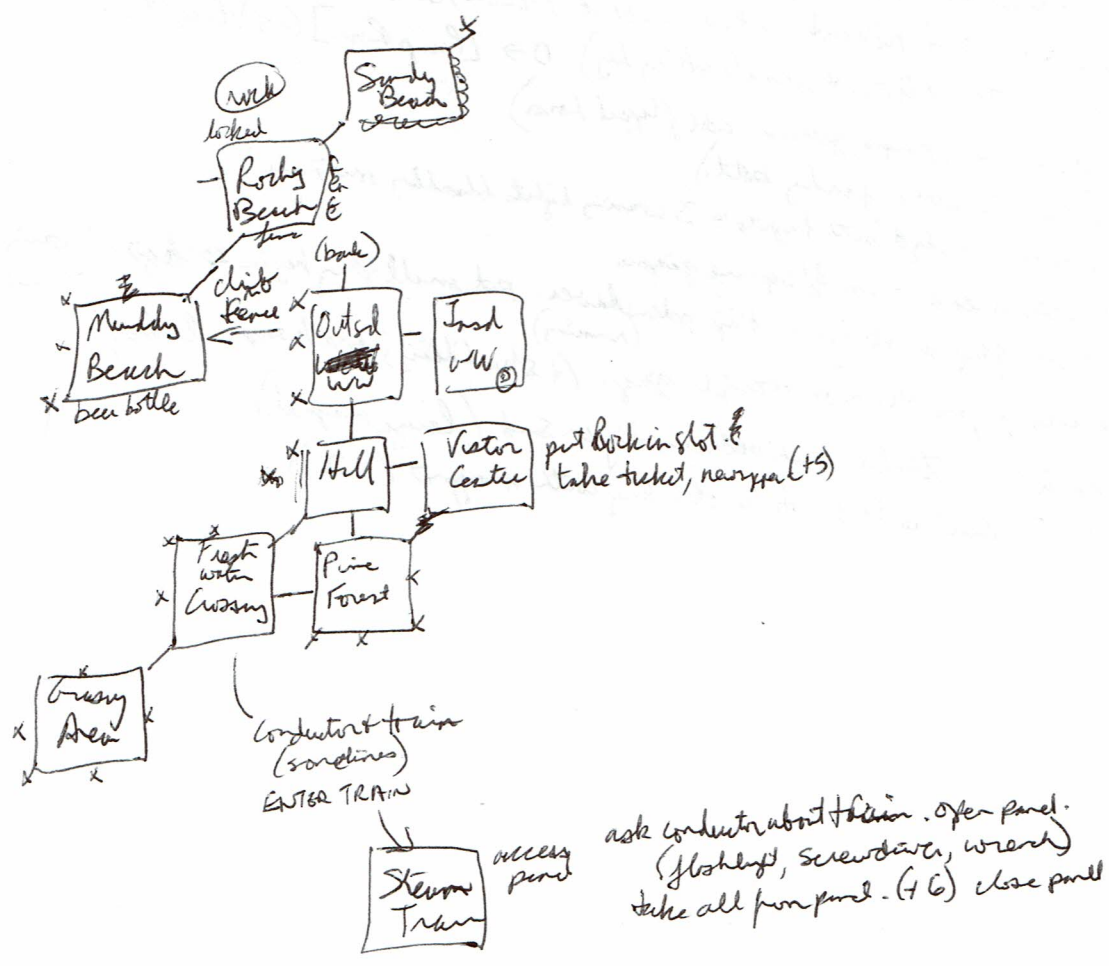


Wetlands
by Clara Rumbertas
Rel 1, 17, 6/2

[Outside Waterworks] U=S, D=N, E door, water/pumpin, W pond, structures, fence, rusty pipe.
x no f boots, coat, watch } x bldg (Horn + clock, anchng) x door. ("Pondside Waterworks")

Knock on door {woman answers & lets you in =>} [Inside Waterworks] door W, stairs D,
cylinder of bubbling water, woman @ desk (nameplate: Secretary of Water) i {page} read page {Capital City}
ask woman abt Capital City (q: 'uh, I've heard of it. Stories') x notebook. ask woman abt water (we pass the water.)
From the pond ~ cylinder (for stove) ~ pond (lots of life around here) ~ stairs (death trap, mostly just for technicians)
x cylinder (red keychain = small brass key floats on water) ~ key (dad & her throwing it around + ended in tree
by accident. We need a ladder to get it out.) x keychain (red form: POND510 & H14H) x desk (drawer)
out. x pipe (mostly underground, leg. f, connected pond = bly) x pond (Sumit: Capital Tower?)
x structure (painted state roof, red brick, door, up from pond) = [Hill] sweetgum tree, bench press NW, stairs DSW,
E bldg, N to WW, S to pipes. look up. x tree (light & ching) lengths of metal pipe, E ([Visitor Center] shelf)
pamphlet, train schedule, vending machines. (newspaper & ticket; coin slot)
Welcome to the Waterworks. train depart Freshwater Crossing at 10, 30, 50
& depart _____? _____ at 20, 40 past hr.

/ sit on bench. x pond. x church. SW => [Freshwater Crossing] vine-covered tracks, birch trees
SW [Grassy Area] dirt, 2 pipes in ground (metal & rusty) / [Pipe Forest] trees, sup, needles, cones. take picture
// stand on bench. climb tree. [In the Sweetgum Tree] take chimes // chime jingle -> [Muddy Beach] + S, beer bottle
x pond (sticks) x stick. take it. (nearly yr top) NE [Rocky Beach] drawer, bldg is a boat-house or spray-house.
x drawer (pipe, grooves from a square) push square (decant budge with only fingers) gull pecks at drawer?



out [Other Side of the Pond] (+5) bench, vines, worts, post E, steps, unseen hole, train
 x pond. x mat N → [Woods] dig (hand & Z) NW (follow dig) [Small Clearing] large boulder, hut, SW
 x boulder (graffiti of splash water onto boulder) moss. x hut (metal door, no handle or keyhole)
 x graffiti (paint covers a metal plate secured in) unscrew plate with screwdriver (Kypard) 0 to 9.
 SW → [Large Clearing] tank, house - fanly W, NB to smaller clearing
 x tank ("POND SIDE" in unknown substance; ramps up) climb ramp (lowest is too high)
 // (only 2 steps on train?) // post square with screwdriver (+2) [blueprints]

- read blueprint (4 pumps):
- 1) underground pump on far side of pond ("30359")
 - 2) pump in Waterworks
 - 3) large pump connected to several tanks on far side of pond
 - 4) largest pump under the pond itself.
- sketch of crystal spire in middle of pond.

// type 30359 @ Kypard at Small Clearing: don't hit slider open.
 in. [Inside the Cinderblock Hut] machine, hoses, deep crack in south wall of hut.
 x machine (wheel; currently pump is off.) x crack (old key in there) { can't take 2 screwdriver }
 dirt floor (dig: too hard + y mfg break the pump) turn wheel (+10) { pump is on }
 // Other Side of the Pond. x pond (crystal spire emerges from water)

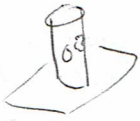
// Groggery Area is now Wet Area (rusty pipe is spraying water, now that 48⁺ pump is on)

// @ Outside Waterworks: secretary rushes past you, agitated.
 @ Inside Waterworks: read notebook (BLUE, PURPLE, YELLOW) code + sketch of The Crystal City (matches yours).
 open drawer (metal detector + small shiny key) D → [Pump Room] (+5) large device

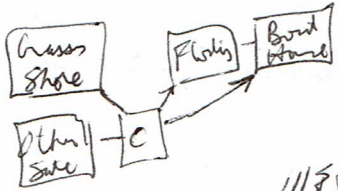
x levers (blue, green, purple, yellow: all flipped down)
 x gizmos (Δ, □ with a janky bolt.)
 x gadgets (security gadget with keyhole + 3 warning lights blinking ominously)
 turn bolt with wrench. turn off square gizmos.
 flip blue lever. flip purple lever. flip yellow lever. put small shiny key in gadget. (warning lights off)
 turn on square gizmos, turn on triangle gizmo (+shuddering; one hose is leaking.)
 // @ Sandy Beach: x detector. push button. dig in sand (large magnet)

// @ Inside the Cinderblock Hut: take old key with magnet (+2)

// @ Henry Clewings: jump \Rightarrow [Atop the Tank] (+3) brass pipe with 3 hole vertical & 2 horizontal
 Also: wheel. put chain in pipe holes (not right shape to slide)
 (wide stud: doesn't fit) put wrench in hole (not right shape) magnet doesn't fit



W of Rocky Beach (old key under stone) [Wet and Dark] (+5)
 down on flashing [Boat House] row boat, door W in water (open water stair down!)
 row west with stick [Floating on the Pond] (+3) houses on other side, boat house E, spire SW.
 SW [Center of the Pond] spire. Boat house at, steps W, NW grassy shore.
 X spire (shells shaped with oval indentations) (W \rightarrow [Other Side of the Pond])



NW of Center \rightarrow [Grassy Shore] (+5) NW to stapled bldg.
 N \rightarrow (community center door is locked) X door ("Pondside Community Center")
 // turn drawer over (this works; it's now upside down) stand on drawer (y can do it)
 (y still can't quite reach into the cylinder) jump (still, no.)

/// What on top of tank is takeable; but it can't be stood on

// take saw with bottle // put saw on hole (+10 pts) // U \rightarrow floor & cylinder break, deck falls
 stand on drawer. take keychain {problem: the place is a deathtrap ~~what~~; y die if in room when
 you take the keychain} (time stops when on drawer?)
 U \rightarrow [Outside Waterworks] take keychain.

// [Pondside Community Center] (unlocked = brass key) need, flag on pole.
 X small (pencil pencil?) peel fund \rightarrow The Crystal City (of course) take flag (flagpole comes with it)

// put wheel on brass pipe. put flagpole in pipe holes. turn wheel. (boat carried back to boat house;
 lumpy island rises N of the spire.) (water higher at Other Side)
 get in @ train: {conductor say: we shall talk; you're turned on the 2nd to last page. Parents maybe wrong;
 pushed people underwater like we did} {Parents & friends met 2 city people & they agreed; we set up pumps &
 helped tech to live & breathe there} {city} {new generation, everyone's mad & not talking; "bricked", "not fair"}
 {if y turn on test pump, pond will cover where we are} {people here didn't get sick & wanted to pass that on
 to their children. Was that wrong?} {Was that ~~the~~ city island, above water, & pond stretched out to her; island was full.
 So we couldn't live here without making room.} {system made reversible to be fair; some pumps move earth
 instead of water; some kids have tried to reverse it} {No one here wants to leave!} {I'll miss the train!}
 {end of line: conductor goes to boat; there's other trains in the sea/pond!}
 out of secretary hurried SW \in large bag} NE {exit. Need to follow agitator's secretary}

plug hole with?

take sawdust

sw [Marsh] Secretary or shaking
ash secretary alt city.

~ port {trapped in mesh} {I don't know how I feel alt the!}

z {boat in a fruit safe; ties rope to you & starts to pull}

z {3 pumps on. If any turnst on, some no get warning lights to evze.}

z {we board in shifts; they don't even alert others until more pumps
are on. Some mpt at notice ... if you don't finish turn on all 4 pumps!}

z {y're pulled loose, pressed boat & invis door opens.
Ste enters & door slides shut.}

push boat (nothing) NG.

// Muddy Beach is now Wet Beach.

Rosky Beach is also called Wet Beach.

Sandy Beach is no longer accessible.

// n of spire -> [Weedy Island] emergency supplies box {drying mesh}

open box. take mask. wear mask. dive

[Underwater] (+5) d {buoyancy stopping}

shake chains (+5) {Vivian comes to meet you.}

x Vivian {wears a green drag-tag & takes around her hand.

{Shary vibes with aster comms; it's not good; taking action might be best because
& upset the city energy} {I don't want to force y to do}

d -> [The Crystal City] crystal is a crystal shell & metal pages. 3 wet figures stand nearby.

x figures. {Vivian, & prints Cordelia & Douglas} x pump {turning wheel; opening, gear behind wheel bit not moving}

several switches {V has never been above water} x switches (B, Y, G, Purple) x turrets {beating}

x wheel (metal spike, substantial cavity, dirty it) flip blue - flip yellow. flip purple. (numbers)

{Cavity in wheel rises} x cavity (several inches square) (put magnet in cavity?)

The metal wheel shows, ~~metal~~ magnet is torn apart & wheel rotates.

(put wrench in cavity; wheel stops; gear turns) {pump engages & island pushed up; water over beach; waterworks, food, tank; boat & everyone else floats away.} win! #

** You have restored the Crystal City! **

ticket
chairs
sticks
bottle
watch
rock
magnet
shiny key
screwdriver
flashlight
compass
pin
old key
detector
blueprint
page
pencil
sketch

ticket
chairs
~~sticks~~
bottle ✓
watch
rock
magnet
shiny key
screwdriver
flashlight
compass
pin
old key
detector
blueprint
page
~~pencil~~
sketch

keychain (found)