

Small Pod

(ducks: space duck, time duck, weseoneduck)

Hotel (Nelson Suites)

NB → [Main Street] (E → City Hall, Nelson Suites front W, pond SW)

E → [City Hall] fountain, sculpture of monkey, stairs U+D

U → [Observation Deck]. (counts # of people at Small Pod)

D from CH → [Basement] teleporters S+W, door N, mechs, door E.

N → [Closet] (trap door U, detector room S, table/candle) { "Closet" seems to be between rooms }  
by Saus 07

take candle. U → [Attic] baseball cap { when leaving Closet Room, the candle is left behind in Basement, but isn't returned to the table. }

S of Basement → [Dressing Room] sign ('Welcome' - Emily World) E no way out }  
proper

Instead of activity, send the player to "RoomName".  
Send the player to "basement@The Outer Realm".

Report someone King: [The actor]