

TALK TO 2, THINK ABOUT 4

The Chinese Room

[The Chinese Room] desk, chair, couple, cards, dip, poster, window, hatch (up in city)

↳ drawer - manual ("THE RULES")

↳ could manual edit cards. Clean manual. (look at the drawer)

[Lamp] books along spines x spines (Flying Spies, Monsters plays, volleyball)

Wade S, work N, plus E, sand + ocean W.

d → [Blackboard] Scarecrow. Joke to Scarecrow. x negative get aerial get sockly.

N [Village St] x pump (Induction pump 3000) enter church (church) keys, tapestry, brick, post.

(church, theme, twin, bookstore, cafe) (square N) (hill E) (woods W)

(white) Possible Pink Unicorn

Theatre closed because of protest.

cafe - french server, Sathree (3.1.2 → ~~booklet~~)
↳ paint in, lighter
↳ 50 piece piece

town - Plato, Socrates, Aristotle (gen), Mill (can't out book club), gym, native, Kaul Popper FALSIFICATION ADVISORY
psychic, FBI, START

both: Ansonbe, Bolton, Kent, Butler.

Aristotle wants a bottle of pre-phylogenetic diet.

e [Logician's Allegory] Quine, Frege, Bool, Frege, Kinglee

2 beads, 1 bead
RR/BB/RS R/B

not all blue,
if had in second, some other had
no R in second as B.
⇒ RR, R(B)

Swc/swc

STATE OF BAPTIST CAMP

Entershop (Age: t, R, W phisab) {gossip @ pump}

W of Village → [Fungus Woods] mark, lumberjack (situation: tree felled + doesn't have a saw)

W [Spooky Part of the Woods] tree cough, knuckles (x function) case t W.

talk to trees. // PUMP ABOUT (thing in hand) bucket → pitch

e of Village → [Hill] pipe, worm, man in uniform (W, N)
stake

[Square] museum (W), institute (N), library (E), madman.

ship; pirate, steward (Thom) (need better named one)

theses, remit.

Captain Stanley

Institute (N, E, W) notes

Nigel (Christopherson Psychology Lib) (books)
(what is it like?)

Schwarz

(W, N) Mary (black point)
(E, S) Mary

give left
→ golden rules
silver calculation
lead cube.

CH
-not + used

Chrome dials

leftmost dial - 2 way switch (main left / plus right)
middle - wide range M at end other letter (fus (from colorless or antidote use)
rightmost - time (pointer)

- kept in 1957 (minus 50)

drop ax. from rightmost dial.

Thing machine in 3rd chamber.

- screen, keyboard. (cf 12)
- type 3.

Fourth - skeleton in helmet in machine.
(visor & ear plugs, cord in mouth
hat in hand.

Experience Machine. (cf 13)

foster thing to helmet. (don't look)

5th chamber - friend playing pipe organ.

