

- Ë g're to infiltrate yellow box of post heads + find print Jesse Ë
- [Under the Overpass] house to E, rocks + mud. Ë {satchel, clothes}
- x me Ë Jordan/Hickey, 24, 6' tall, scruffy Ë open satchel. x journal
- Ë topics so far: Doors, Keys, Wayps, Factions Ë consult journal abt doors:
- Ë some doors are unstable, can port to another door if y have the right key Ë
- ~ Keys: "Keys" are made of mineral or stone Ë eg, a watch diamond Ë
- also some doors are open unstable in certain years Ë see Tourists Ë
- ~ wayps: a psychic who can choose when a portal arrives (time travel!)
- ~ ~~factions~~ factions: anyone who travels by Doors Ë Keys. Known factions:
- The Absurdists, The Sealers, The Department of Tourism, The Luchilde,  
and The Instigators.
- ~ Absurdists: Universe is broken (celebrate, embrace, create) Remnants of Instigators??
- ~ Sealers: They destroy all doors + keys to prevent disaster.
- ~ Department: They want to control all portal traffic + dress sharp. Resourceful.
- ~ Luchilde: God seekers, wait portal to God. Group destroyed by  
Mr. Stillwater + all their stuff has been stolen.
- ~ Stillwater: Many aliases, rumored immortal Ë dk powers who wants  
to destroy all of reality (via portals)
- ~ Instigators: Mythical group/individual that 1<sup>st</sup> created (or found) portals.
- Ë nothing abt me or Jesse in the journal Ë
- x horse (2 furs + attic) e [Church Street] N/S, trees, fence, E
- yellow box to N. Ë govt agency wants Jesse for his brain Ë
- N [Intersection] liberty E/W, empty lot N. N [Empty lot] fence E.
- x fence (easy access to NW where this a chain) NE [Back Yard] house S, <sup>SE/SW</sup> and,
- empty box of beer. Ë y consider Jesse as a brother Ë take keys.
- S [Back Steps] keychain to door. fake keychain (only one key on it)
- open door. S [Kitchen]



~~JESSE STAVRO~~  
STEVE ROJAS #5

[Kitchen] sink, dishes, fries, cabinets, pet bull E in side rm, counter  
& lay (Joe's) {cant x dog or pet bull from here}

e [Side Room] tapestry, chair, door N, doorway S, pet bull c collar  
& collar ("Gunny") gunny, hi. {see to Front Porch}

[Front Porch] yard SE, walk S, mat.

n. [Downstairs Room] sofa {~~stuffed~~ stairs U+W, more rm E, posters, mess  
& figure (not Jesse, figure is too large, pet bull seen to E)

w [Bottom of Stairs] dog to E. U [Stairs] U [Top of Stairs]

hw E, dr W. w [Bathroom] tub, toilet, sink, mirror. x mirror (shake out)  
open mirror. look in mirror (empty) x tub. x sink. x toilet

1/e of Top of Stairs → [Hall] W/E, door N. N [Bedroom] garden of pot plants,  
lights, AC unit & window & humidifier. x pot (not quite ready) x garden  
x lights. x ac. x humidifier. x window. x tin foil (?) S. close door.

E. [Bottom of Attic Stairs] doors E+NE, stairs U+N. see women packing NE,  
E door is red c mandala design. NE [Bedroom] bed, dresser, desk, chair,  
window, woman, trunk. x woman (red hair, denim/leather, 20s)

greet woman (topics: strange woman, Jesse, Joe)

ask att Joe ("The Inferno Sealer", he & Gunny guard the front door)

ask att herself (Hydia Blackheart; I'm here to destroy the portal, she's a Sealer)

ask att Jesse (aka Steve Rojas. "Steve was c Zach in attic; I cant get in there,  
so I'm setting fire to this house before I leave") ~ Zach (-)

~ portal (cant destroy house until I find Jesse. "You have 1 hr or 2 until my ride gets here")  
& trunk (stickers from all over the world, blk)



// U from Bottom ⇒ [Attic Stairs] stage door N x door (smaller than usual)  
x (locked) knock on door (kk, knock)

// @ Bottom x design ("Flower of life") e [Bedroom] kaleidoscope lights, aquarium,  
tbl, projector, field of stars, lava lamp, mattress, young man  
x man (21, bloodshot eyes) talk to man (on drug, captivated by aquarium)  
x aquarium (fish, coral, tank's light blue-green, switched on)

talk to man (staring at stars) turn off projector

talk to man (staring at lava lamp) turn off lamp

talk to man (tripping gnostics: tripping guy, Jesse, Flower of life, hydria, Joe)

~ himself: Riley Waldron

~ Jesse: Steve? Don't y mean when he is? Was in attic with Zach.

~ Zach: in attic

~ attic (attic key): Steve is always like me; ~~the~~ Steve & Zach went to see  
the Grateful Dead... in 1977. I have the key and came back.

I'm only dropping y off then coming straight home. (Riley goes w)

w. u. [Attic Stairs] Riley unlocks door. H. [Attic Chair]

small window, sofa, slipcover, coffee table, tapestries, stereo, CDs, closet doorway E.

{let me know when you're ready to go through that portal to 1977}

ask Riley abt hydria. ask Riley abt Flower (assumes still in bedroom; flower is strange  
of reality) e [Shallow Closet] w. ask abt Joe (Joseph McCarthy, a namesake)

riley, look down {with the Siva stat with} {how to tell Riley I want to enter portal?}  
topics: ask riley abt 1977.

= [Chapter 2] =

[Filthy Rest Room] door N, graffiti, condom machine

x graffiti ("You made it") x machine. turn crank. take condom.

x it ("The Love Glove")



N [Parking lot] boarded gas sta to SW, garage W, Volkswagen bus,  
Rely: blonde, teen boy, tall man, toolbox; Rely: "it's your thermostat"  
x engine (engine socket) talk to man (Sep)  
topics (Sep, Gwendy, Melvin, thermostat) {Gwendy is Sep's girl;  
Melvin is G's brother} ~ thermostat {y offer to check garage for new thermostat}  
W {overhead door is locked} SW {boarded door is locked}  
open toolbox {candle, flashlight} take all from toolbox  
pay boards in cabinet. SW (Abe) turn # on flashlight  
[Abandoned store] brochure, missing tiles in ceiling, garage N, counter, shelves  
take brochure. read it ("Waked here to Welcome You" - Ghe in West, CA)  
N [Garage] trash, left {VW bag} x bag (out of reach)  
x left. x controls. push button. x bag (door, engine, trunk)  
open engine. take thermostat. S. NE. {Rely says out part is gone;  
we're stuck in NS until we find another part} give thermostat to Sep  
[Inside the VW Bus] turn off flashlight. talk to Rely;  
ask Rely abt Next Portal. {R can sense portals since he's at Wagner}  
listen / 2 {y tell Sep that R & you came from Maryland}

= Chapter 3 =

Wake; Melvin & y are looking to siphon gas {Darkness} {What y ready on bus?}  
turn on flashlight [Dark Road] road W, Melvin has siphon hose & gas can.  
W [Further Down] something NW, road W. ~~that~~ {M say core of earth & pyramids  
vibrate at an F sharp} NW [Outside Gate] gate is padlocked, M say to chat gate.  
{need both hands free to chat} put all in satchel. chat gate.  
[Inside Gate] gate S, paths N + NW. x junk. melvin, take can. melvin, take bus  
W [Janky Path] NE/S NE [Cleaning in the Junk] paths W + SW,  
fire shack, AMC Gremlin. {M gives can to y} siphon gremlin  
{remove gas cap first} open gas cap. siphon gremlin {M hears a vehicle!}



w [Garage Area] E, sw, garage construction (not entered?)

sw [Ride in the Truck] NE, SE, S. S [Dead End]

so far Ride. [Inside Gate] client gate. take hose. SE. E.

[Dark Rd] {R says next party is in Chinatown; y says we find Jesse in Westtown first} = Chapter 4 =

[Inside the VW Bus] out [Crowded lot (near the VW bus)]

Steiner st to W, dumping E, main throng S, cooking & vendors SE, Riley {Sep, G + PA leave}  
x crowd. talk to hippy {topics: Jesse} ~ Jesse: {Adriane, dancing in dance  
circle, would have had her fortune read}

e [Crowded lot (near the dance circle)] dancers, bus W, cooking S, crowd SW.

x dancers. x adriane. x circle. enter circle. dance. talk to adriane

(topics: Jesse) ~ Jesse {he was staying in Vegas; look for vegetarian food at  
the vendors; she leaves} out. s. [Crowded lot (near the vendors)]

Post st to S, clothing, tickets, food. x vendors. x grill. {woman, man, woman}

talk to grilling man (+ Jesse) ~ Jesse: {J and Zach went to find tickets  
to the show; points west} talk to friendly woman (+ Jesse) ~ Jesse

{he's looking for tickets; west} w [Crowded lot (within the crowd)]

{Zach spots R, but Jesse found a ticket & is already inside} x Zach.

ask Zach abt ticket. {"find ticket"} find ticket {older hippy woman:  
wants a trade} yes. show gas can to woman {she declines}

shows magnet to woman {that'll do; + ticket} x ticket. topics. (-)

= [Sidewalk] venue E. => [Sidewalk (near the entrance)] bouncer, venue S

e [Sidewalk (near the dumpster)] dumpster, under above, W/E. under.

show ticket to bouncer. s. {R goes to find his own ticket}

[Conductor] N/S, photographs s [Junction] concourse to G, restaurant W, arena S.

w [Conductor] men's N, women's SW x dead ends.

w [Men's Room] x sinks. x stalls, x mirror {you should hair in unward here}



// e of Junction [Concessions] works, signs, menu, storage door N,  
cash register, N [Store Room] supplies, work N, door S.

// s of Junction [General Anderson] crowd, lights, stage S.

S [Near Stage] stage, instruments, amps. 2 guitars, bass, keyboard amp, 2 dancers

N [General Anderson] {overhead lights off, stage lights up, Grateful Dead ~~start show~~ arrive  
see a man who stands out of the crowd}

x man {ovaint, blank eyes, strong} talk to man {going, caberdyff}

N [Jerkier] {Haker Ix arrives; he's an Absurdist here to cause chaos.

Jesse was here & gone. HI doesn't know where portal goes.

Jesse used the portal in Chinatown} talk to ix. topics.

ask ix abt next portal. {Ix has the portal key: antique earring he's  
wearing. He wants the Siva statuette. Lydia tipped Ix off.

Haker hits y! Videre!} take crowbar. hit ix w it. g\*. take earring.

= Chapter 5 =

[Washington Street] alley N, dragon mural, down, {portal is in Lucky Star Diner.

Haker sees Jesse went back to 2014.}, Riley x reveal

N [Westworth here] laundry, door W. x earring x door (LSD)

W [Lucky Star Diner] passage N, kitchen N, pitious

N [Short Hall] men's N, women's W, bulletin board/notices

N [Men's Room] stall, sink, mirror, air machine. turn on dryer. {secret door W!}

W [Secret Room] sw blocked, tunnel N. sw. x hatch {don't open the sd}

(power distribution machine?) x light (burnt out) take flashlight. turn it on. (still not)

N [Dark Tunnel] walls tiled still? N6 + NW split.

NW [Left Passage] N/se N → [Pool Room] pool, S, E, ceiling, windows

x pool (see submerged tunnel SE) ← [Slack Tunnel] E/W

E [The Door Room] graffiti, W/S, door frame & wires.

x wires (red, blue, green) read graffiti ("Bridger's Bridge": a junction of doors)

JESSE STAVRO'S  
DOORWAY  
137

@ The Door Room: x door, x red wire (connected to drywall)

x green wire (connected to metal frame) x blue wire (connected to drywall)

S → [Right Passage] N/SW. // (Touching any wire kills y via electricity)

// enter pool. SE → [Flooded Chamber] fuse box - open box. x panel.

(red, green, blue wires here too).

/// [Cheeky Star Kitchen] more kitchen NW. NW → [Porter's Area] dishwasher,

machines. x machine (closet w/ washing rack of dishes) x clean dishes. x dirty dishes

open machine. enter machine. NW → Secret Room.

3' hram. do I need a glove from somewhere??

/// climb dumpster (not get on dumpster) enter window or S {alternate way into  
the room without a  
ticket}



pull green (@ Flooded Church) [club]

// enter door = Chytra 6 =

[Pachybot (near river 2)] note on door E, Lydia has gun + wants H's earring.

read door (Welcome to Buried's Bridge)

give earring to Lydia  $\Rightarrow$  ~~the~~ The teacher ends here. for now ~~\*\*\*~~



give the most to Sep



