CPU City Scenes

Section 1 Arrival in CPU City – fetch Instruction pigeon from RAM

Library→CU→PC→MAR→RAM

1. **Library Interior (Rhi looks at dusty CS Notebook)**
2. **City Hall interior reception desk - Rhi talking to Copper (Control Unit)**
3. **City Hall exterior street (Rhi on foot)**
4. **Exterior Streets Rhi on Green Control Bus**
5. **Exterior Police station (Rhi on Foot)**
6. **Police Station interior reception desk - Rhi talking to PC Reg Ister (Program Counter)**
7. **Exterior Streets Rhi on Blue Address Bus**
8. **Registry Offices Exterior (Rhi on Foot)**
9. **Registry Offices interior elevator lobby with Red Green and Blue Elevators**
10. **Blue Address Elevator Interior**
11. **Random Interiors – if wrong elevator is selected \* 3-5**
12. **MAR interior reception desk - Rhi talking to Marvin**
13. **interior MAR office: Blue Address Teleport area**
14. **RAM Interior – Teleport area**
15. **RAM Interior – Pigeon Holes**

Section 2 Deliver Instruction Pigeon to CU for Decoding

RAM→MDR →CU→CU→PC→ CU

1. **RAM Exterior street (Rhi on Foot)**
2. Exterior Streets (Rhi and pigeon on Red Data Bus)
3. Registry Offices Exterior (Rhi on Foot)
4. Registry Offices interior elevator lobby with Red Green and Blue Elevators
5. **Red Data Elevator Interior**
6. **MDR interior reception desk - Rhi talking to EmDee**
7. **interior MDR office: Red Data Teleport area**
8. **interior City Hall Information Desk: Teleport area**
9. City Hall interior reception desk - Rhi talking to Copper (Control Unit)
10. Exterior Streets Rhi on Green Control Bus
11. Exterior Police station (Rhi on Foot)
12. Police Station interior reception desk - Rhi talking to PC Reg Ister (Program Counter)
13. Police Station Interior Green Teleport Area
14. interior City Hall Information Desk: Teleport area (Green)
15. City Hall interior reception desk - Rhi talking to Copper (Control Unit)

Section 3 Fetch Data Pigeon from RAM and deliver to ACC

CU→MAR→RAM →MDR →ACC

1. City Hall exterior street (Rhi on foot)
2. Exterior Streets Rhi on Green Control Bus
3. Registry Offices Exterior (Rhi on Foot)
4. Registry Offices interior elevator lobby with Red Green and Blue Elevators
5. Blue Address Elevator Interior
6. MAR interior reception desk - Rhi talking to Marvin
7. interior MAR office: Blue Address Teleport area
8. interior MAR office: Blue Address Teleport area
9. RAM Interior – Teleport area
10. RAM Interior – Pigeon Holes
11. RAM Exterior street (Rhi on Foot)
12. Exterior Streets (Rhi and pigeon on Red Data Bus)
13. Registry Offices Exterior (Rhi on Foot)
14. Registry Offices interior elevator lobby with Red Green and Blue Elevators
15. Red Data Elevator Interior
16. MDR interior reception desk - Rhi talking to EmDee
17. interior MDR office: Red Data Teleport area
18. **ACC Warehouse Teleport Area (Red)**
19. **ACC Warehouse Interior – pigeon holes**

Completion of first FDE cycle

Section4 Update PC then Fetch next Instruction Pigeon from RAM

ACC→CU→PC→MAR→RAM

1. ACC Warehouse Teleport Area (Green)
2. Interior City Hall Information Desk: Teleport area (Green)
3. City Hall interior reception desk - Rhi talking to Copper (Control Unit)
4. City Hall exterior street (Rhi on foot)
5. Exterior Streets Rhi on Green Control Bus
6. Exterior Police station (Rhi on Foot)
7. Police Station interior reception desk - Rhi talking to PC Reg Ister (Program Counter)
8. Exterior Streets Rhi on Blue Address Bus
9. Registry Offices Exterior (Rhi on Foot)
10. Registry Offices interior elevator lobby with Red Green and Blue Elevators
11. Blue Address Elevator Interior
12. Random Interiors – if wrong elevator is selected \* 3-5
13. MAR interior reception desk - Rhi talking to EmMarvin
14. interior MAR office: Blue Address Teleport area
15. RAM Interior – Teleport area
16. RAM Interior – Pigeon Holes

Section 5 Deliver Instruction Pigeon for Decoding

RAM→MDR →CU→CU→PC→ CU

1. RAM Exterior street (Rhi on Foot)
2. Exterior Streets (Rhi and pigeon on Red Data Bus)
3. Registry Offices Exterior (Rhi on Foot)
4. Registry Offices interior elevator lobby with Red Green and Blue Elevators
5. Red Data Elevator Interior
6. MDR interior reception desk - Rhi talking to EmDee
7. interior MDR office: Red Data Teleport area
8. interior City Hall Information Desk: Teleport area
9. City Hall interior reception desk - Rhi talking to Copper (Control Unit)
10. Exterior Streets Rhi on Green Control Bus
11. Exterior Police station (Rhi on Foot)
12. Police Station interior reception desk - Rhi talking to PC Reg Ister (Program Counter)
13. Police Station Interior Green Teleport Area
14. interior City Hall Information Desk: Teleport area (Green)
15. City Hall interior reception desk - Rhi talking to Copper (Control Unit)

Section 6 Fetch Data pigeon from RAM and Deliver to ALU

CU→MAR→RAM →MDR →ALU →ACC →ALU

1. City Hall exterior street (Rhi on foot)
2. Exterior Streets Rhi on Green Control Bus
3. Registry Offices Exterior (Rhi on Foot)
4. Registry Offices interior elevator lobby with Red Green and Blue Elevators
5. Blue Address Elevator Interior
6. MAR interior reception desk - Rhi talking to EmMarvin
7. interior MAR office: Blue Address Teleport area
8. RAM Interior – Teleport area
9. RAM Interior – Pigeon Holes
10. RAM Exterior street (Rhi on Foot)
11. Exterior Streets (Rhi and pigeon on Red Data Bus)
12. Registry Offices Exterior (Rhi on Foot)
13. Registry Offices interior elevator lobby with Red Green and Blue Elevators
14. Red Data Elevator Interior
15. MDR interior reception desk - Rhi talking to EmDee
16. interior MDR office: Red Data Teleport area
17. **ALU Processing Factory Teleport Area (Red)**
18. **ALU Processing Factory – Rhi talking to Alun**
19. **ALU Processing Factory Teleport Area (Red)**
20. ACC Warehouse Teleport Area (Red)
21. ACC Warehouse Interior – pigeon holes
22. ACC Warehouse Teleport Area (Red)
23. ALU Processing Factory Teleport Area (Red)
24. ALU Processing Factory – Rhi talking to Alun
25. **Cutaway to Encrypted Fortress Entrance – Next Level?**

Completion of second FDE cycle