

sample binding along here

Flight of the Dauntless/Run 2, Dec 2017

Freely Transferable

Searching for Something

A Notebook. Opened pages are in-game items; un-opened pages are not. You may only open pages when directed to.

sample binding along here

Flight of the Dauntless/Run 2, Dec 2017

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This notebook is not transferable. You may turn to the next page.

sample binding along here

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The first location is at the front of the ship, in 34-3. Go there and stare out the main window for two minutes, uninterrupted. If you talk, use an ability, attack or are attacked, you must start over. When you complete this step, you may turn to 3.

staple along here

1

Do not open this page until you are directed to do so.

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Flight of the Dauntless/Run 2, Dec 2017

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sample binding along here

An interesting data point. The second location is at the end of 26-3. Go there and pace around the connection to building 16 for two minutes, uninterrupted. If you talk, use an ability, attack or are attacked, you must start over. When you are done, you may turn to 4.

Flight of the Dauntless/Run 2, Dec 2017

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One more, and you think you've got something. The third location is at the end of 38-3, just outside the far 38 stairs. Sit down and face the wall for two minutes, uninterrupted. If you talk, use an ability, attack or are attacked, you must start over. When you are done, you may turn to 5.

Flight of the Dauntless/Run 2, Dec 2017

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Aha! You're still not sure what the data points are indicating, but you'll know it if you ever run into it. You may now interact with Sign #342 , if you ever see such a sign. You may look at the sign behind it and follow the instructions written there.

There are no more pages.

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OH DEAR LORD IT'S A BOMB!

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This notebook is not transferable. If you want to attempt to defuse the bomb, spend 1 minute with a **Toolkit** and proceed to the next page.

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As you remove a panel on the device, you trip an internal switch. The device begins to beep.
Start the nearby timer. Proceed to page 4.

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Flight of the Dauntless/Run 2, Dec 2017

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The second step is to ground out the watchdog circuit.

1. Shuffle the nearby deck of cards 3 times.
2. Deal out 5 cards.
3. Deal out 4 cards below those.
4. You may discard one of the top row of cards and replace it with one of the bottom row. Discard the bottom row.
5. Repeat 3-4 until the top row has four cards all of the same value. If you have a **Soldering Iron** and a **Metal Sheet**, you may stop when the top row has three cards with the same value. Destroy the **Metal Sheet**. Feel free to shout for items. If you run out of cards, begin again from step 1.
6. Proceed to page 5.

Flight of the Dauntless/Run 2, Dec 2017

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The first step is to strip the external housing of the bomb.

1. Shuffle the nearby deck of cards 3 times.
2. Deal out 5 cards.
3. Deal out 4 cards below those.
4. You may discard one of the top row of cards and replace it with one of the bottom row. Discard the bottom row.
5. Repeat 3-4 until the top row has cards all of the same suit. If you have **Copper Wire**, you may stop when the top row has two cards with the same value. Destroy the **Copper Wire**. Feel free to shout for items. If you run out of cards, begin again from 1.
6. Proceed to page 3.

Flight of the Dauntless/Run 2, Dec 2017

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Now, cut the red wire! Wait, maybe the blue one?

1. Shuffle the nearby deck of cards 3 times.
2. Deal out 5 cards.
3. Deal out 4 cards below those.
4. You may discard one of the top row of cards and replace it with one of the bottom row. Discard the bottom row.
5. Repeat 3-4 until the top row is a straight flush (numbers in sequence, all the same suit). If you have a **Rigging Kit**, you may stop when the top row has two pairs in it. Feel free to shout for items. If you run out of cards, begin again from step 1.
6. Proceed to page 6.

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Flight of the Dauntless/Run 2, Dec 2017

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The beeping stops.
Success! Stop the timer. Write “Defused” on the sign.

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