

King's Quest III: To Heir Is Human Script

Just because it's so hard to wander around in this game.

Notes:

-This file contains bad language.

-The text parser divides the words it knows into about 200 groups. One such group is formed by the words "girl, woman, barmaid, medusa, princess, rosella, princess rosella". You can call your sister medusa, and the game will understand you. The same goes for the males: pirate, king, bandit and man are all in the same word group. So are monster, dragon and yeti. And drink and eat. The script lists the first word (in alphabetical order) to fit the category, and I'll take this over. So at times you might see an illogical word used, like "drink cookie". The parser doesn't know the difference. Enjoy it!

-Unusual commandos are examine for look, add for put, capture for get, bandit for any male character and the oracle who is ambiguous, drink for eat, forest for tree and deck for ground. For a full list of all applicable terms, please check words.tok in your SCI Resource Viewer.

-COMMANDOS AS THEY SHOULD BE ENTERED BY THE PLAYER BEFORE HE GETS A CERTAIN PHRASE, ARE IN ALL-CAPS.

INTRODUCTION

"Gwydion is a lonely lad of seventeen who has lived for as long as he can remember with an evil and cruel wizard, by the name of Manannan. Gwydion gazes upon the countryside of Llewddor with longing, wishing he were free to leave. But, alas, such is not the case.";

"Manannan treats the poor boy like his slave; ordering him about, constantly threatening him, and refusing to ever let him leave the premises. Often, Gwydion wonders who he really is, and how he came to live with the old wizard. But, Manannan offers no help in that area.";

"Suddenly, the front door opens and out stalks Manannan, the wizard! \"GWYDION!!\" he shouts harshly.";

"Oh, oh! Gwydion rushes to his side, afraid he may be in trouble. \"Why are you not WORKING, boy?\" the wizard sneers. Gwydion mumbles a faint reply. \"The kitchen floor is FILTHY!\"

Manannan grumbles. \"Go sweep it. NOW!!\" Turning on his heel, the wizard re-enters the house, slamming the door behind him.";

"Such is the story of young Gwydion's life to this point. What's a poor boy to do? Oh, well. In resignation, Gwydion obediently follows Manannan into the house.";

INVENTORY

All texts are found by typing look (name object) or with the See Object function.

The small wooden chest was buried so long that its wood is slightly warped, and its brass is tarnished and rusty. Inside, are precious gems, gold and silver ingots, pearls, and gold coins.

The shovel seems to be quite average, with an iron scoop and a long wooden handle.

This is a leftover mutton chop that the old wizard hadn't finished. It still looks appetizing, though.

The fruit consists of an apple and some grapes. They look sweet, fresh, and juicy.

Mmmmmmm! You love the smell of freshly baked bread.

You eagerly peek inside the soft leather coin purse and discover it contains some shiny gold coins.

You may want to count them.

The purse is made of a very soft, smooth leather. It formerly held your gold coins.

This mirror is set in a round, oak frame with a long handle. You peer into it, and see your rather dirty, but handsome, face.

This is just a simple metal cup with a handle.

This is a wooden kitchen spoon.

The clay bowl has been your favorite bowl for years.

The little vial of magic essence has a delicate, sweet aroma.

The small brass key is brightly polished.

The magic wand is cool and smooth to the touch, and a creamy-white in color. You think it might be fashioned from ivory.

The jar of invisibility ointment is nearly full of a thick, oily substance.

The greenish-gray cactus is small, plump and fleshy.

The knife is big enough (and sharp enough) to carve a large roast.

There's nothing very interesting about this jar of whitish, thick lard.

Toad spittle is unpleasant stuff (to say the least).

The dirty-brown storm brew sloshes around in the half-filled glass jar.

It's just an empty jar. You could put something inside it.

The cream-colored toadstool powder is finely textured and nearly odorless.

The spoonful of mud has already dried.

The metal cup has ocean water in it.

You were careful when you crumbled the cat cookie in the porridge... it looks just like a plain bowl of porridge!

The warm porridge is in a pretty blue ceramic bowl. Its aroma wafts up to you, and tantalizes, your nose.

The only resemblance to a real cookie is its flat, round shape. It is hard, and has cat hair sticking out of it. Definitely non-appetizing!

A strong, fishy smell emanates from the glass jar.

The glass jar of mandrake root powder has an earthy, bitter smell to it.

The leather pouch is securely tied, and filled with the coarse brown sleep powder you so proudly manufactured.

This is a plain leather pouch, useful for storing liquid or dry ingredients. Right now, it is empty.

The three acorns are dried and brittle.

The nightshade juice sloshes around inside the glass jar.

The amber stone was a beautiful reddish-yellow, but is now encrusted with salt and mistletoe powder.

The dried sprig of mistletoe is a thick, greyish-green, with remnants of little berries still attached. It is not a pretty plant.

The stone is smooth, round, and an unusual color, somewhat like that of amber.

Looking inside the salt bag, you see the coarse grains of salt.

The little vial of rose petal essence has a delicate, sweet aroma.

Inside the jar, you see the saffron, an orange-yellow, powdery substance.

The fly wings are remarkably beautiful for having come from such a disagreeable insect.

The eagle's tail feather makes you wonder what it would be like to soar among the clouds.

It's difficult to look inside your own ears! But, as best you remember, the pieces of dough have tiny bits of feather, snake scales, and fur sticking out of them.

The dew sparkles within the little silver thimble.

The little thimble is fashioned of bright gleaming silver.

Within the glass jar, you see your fish bone powder. It emits a faint, fishy smell.

The dry, thin snake skin is extremely fragile.

The wad of dog hair is dirty-white and brown.

You hold a small ball of black cat fur in your hand.

The chicken feather is small and light, no more than a piece of fluff.

Trite

"Thanks for playing King's Quest III... next time, be more careful!"

"Since you're dead...

all you can do is restore a saved game or start over."

"Your magic spell is wearing off!"

WHO PROGRAMMED GAME

("Al Lowe & Bob Heitman.");

THANKS

("\"You're welcome.\");

BYE

("\"Bye.\");

HI

("\"Hi.\");

ASS (Included in the rude word list are: ass, asshole, cunt, dirty word, fart, fuck, fucking, mother fucker, piss, pussy, screw, shit, tit, tits. This line is also activated by saying "mouse", "mice", "rat" or "rats".

("Obviously, you were raised by a naughty wizard!");

GAME LENGTH

("%v118 days, %m18");

print("%v117 hours, %m19");

print("%v116 minutes and %v115 seconds.");

FEED CAT COOKIE

("They don't want it.");

PUT COOKIE IN PORRIDGE (Acceptable entries here are words from either the add or crumble group. The words "cat" and "basin" are optional, but "cookie" and "basin" must be included.)

"The porridge conceals the crumbled cookie; it still looks as appetizing as ever."

(This is a random statement when you are suffering the "snail" punishment.)

("Ick! You're slimy!");

DRAIN SLEEP POWDER ON DECK

("Ok.");

Or, if you don't have the powder:

("How can you do that?");

EAGLE BEGONE ALEXANDER ADD

("Shhhh. (You're flying!));

BUG BEGONE ALEXANDER ADD

("Buzzzzzz.");

KNEAD BREW TRY FINGER

("Ok.");

DRINK (CAT) COOKIE)

print("Ok.");

"You purr contentedly, enjoying your new life as a cat!"

("Ok, but this place does not meet the spell's requirements.");

("You can't do that now.");

("Perhaps your magic would be more effective outside.",

("There's not enough room to fly in here.");

("The urge to fly and soar has left.");

("The impulse to buzz around has vanished. You feel yourself growing bigger.");

("Your magic essence is all gone.");

("The stone won't work here.");

("You've broken the spell of invisibility.");

FEED PORRIDGE

("They're not hungry.");

DRINK SAFFRON

("It tastes bitter!");

DRINK OINTMENT

t("%m9 It tastes terrible!");

DRINK SLEEP FLOUR

("%m78 You spit it out, spilling the rest on the ground.");

DRINK BREAT

("Ok.");

DRINK APPLE

("Ok.");

DRINK CHOP

("Ok.");

DRINK PORRIDGE

("Ok.");

DRINK MISTLETOE

("%m9 It tastes terrible!");

DRINK ACORN

("%m9 It tastes terrible!");

DRINK SALT

("You eat a few grains of salt.");

DRINK FISH BONE

("%m9 It tastes terrible!");

CARVE CACTI

("You don't need to... now.");

}
CARVE BREAD
("You can eat the bread without slicing it.");

CARVE APPLE
("You can eat the fruit without cutting it.");

CARVE CHOP
("You can eat the mutton without carving it.");

DRINK LARD
("%m9 It tastes terrible!");

DRINK FROG SPIT
("The thought turns your stomach!");

DRINK ESSENCE
("%m9 You decide it smells better than it tastes!");

DRINK MAGIC ESSENCE
("%m9 You decide it smells better than it tastes!");

DRINK CUP
("Your cup is empty.");

DRINK CUP (*when it's filled with sea water*)
("%m9 It tastes terrible!")

DRINK FISH OIL
("%m9 It tastes terrible!");
 drop("Fish Oil*");

DRINK DEW
("%m9 Ummmm, not bad.");
 drop("Thimble and Dew*");
 get("Thimble*");

TRY FEATHER / FUR / SKIN / FISHBONE / THIMBLE / WINGS / SAFFRON / SALT /
MISTLETOE / NIGHTSHADE JUICE / ACORNS / EMPTY POUCH / MANDRAKE ROOT /
FISH OIL / CAT COOKIE / OCEAN WATER / MUD / TOADSTOOL POWDER / EMPTY JAR /
TOAD SPITTLE / LARD / KNIFE / CACTUS / BOWL / LADLE / CUP / COINS / BREAD /
APPLE / CHOP / SHOVEL / CHEST / PORRIDGE /
("What would you do with the (...)? ");

TRY WAND
("%m9 Nothing happens.");

TRY KEY
("Nothing here fits your key.");

TRY MIRROR
("You look cute.");

CAPTURE / DRAIN COMPOUND EARS

("As you remove the dough from your ears, it crumbles into dust and is lost!");

THROW AMBER STONE

("You missed!");

COUNT COINS

("You have %v63 gold coins.");

BUY

t("You can't buy that here.");

ADD ANYWORD BASIN

("You don't need to put the %w2 in the bowl.");

LOOK IN BOTTLE

t("The jar is empty.");

ADD ANYWORD CUP

("There is no need to put it in the cup.");

DIG

("You can't dig here.");

DROP WATER

("The cup is now empty.");

LOOK *(something that's not there but could be, like Manannan when you typed too slowly)*

("Where!?");

DIVE

("You ARE swimming.");

CALL ANIMAL / BIRD / BANDIT / GIRL

("Funny, no response.");

LOOK ROCK

("If you've seen one rock, you've seen them all.");

LOOK BRUSH

("The shrubbery is nice, but you have better things to do.");

BOARD

("Just walk there.");

("How can you use that which you do not have?");

("You have no need to take it.");

("Once you tasted it, you wouldn't want it!");

KILL (...)

("You're not that cruel.");

FIND (...)

("Is it lost?");

ADD (...)

("You might need it.");

("How can you do that?");

MAGIC MAP

"And so it shall be!";

"The map looks blank there!";

"The magic map's faded ink has brightened, but only in those places where you have been!";

"The magic map's ink has faded away. So far, it isn't much help.";

"Press F6 to teleport.\n"

"Press F8 to put the map away.";

IN THE OBSERVATORY

"You see Manannan spying on the poor citizens of Llewddor. He grunts, clicks his tongue, and mutters to himself. He is spying so intensely, he hasn't noticed you."

EXAMINE

("You have entered the musty tower of the old wizard's house. A polished brass telescope is directed out a window. From here, Manannan spies upon the poor occupants of Llewddor.");

EXAMINE DECK

("You see nothing on the dusty floor but a dead fly.");

("You hope Manannan doesn't notice the floor needs sweeping.");

EXAMINE SPYGLASS

("Manannan has the brass telescope pointed out a window. It is well polished. He uses the telescope to keep tabs on the citizenry of Llewddor.");

TRY SPYGLASS

("The wizard wouldn't like that.");

("You put your eye to the glass. It amazes you how near everything seems. You can even see squirrels climbing faraway trees. No wonder the wizard knows all activities in Llewddor.");

EXAMINE STAIR

t("There are narrow, steep stairs leading downwards.");

CAPTURE BUG

("You already took it.");

("You are not close enough.");

("You pick up the dead fly and drop it into your hand. Disgustedly, you look at it. \"I don't want to carry around a dead fly,\" you think. Picking off its wings, you throw the rest away.");

MOVE SPYGLASS

"The wizard wouldn't like that.");

("You push and pull on the heavy brass telescope, but in vain. It's just too heavy for you.");

CAPTURE SPYGLASS

("The big brass telescope is much too heavy for you to carry.");

EXAMINE ENCHANTER

"The old white-bearded wizard is peering through his telescope. He hasn't noticed you.");

CALL ENCHANTER

("You are not close enough.");

"\Those little devils! What are they doing?\\"";

"\They are going to regret this!\\"";

"\Very good, my little pets. You're doing well these days.\\"";

"\I can't believe they would do this! They know my rules!\\"";

"\Well, I can see those wretches need my attention down there!\\"";

"\Tsk, tsk. What a shame. And they seemed so obedient at first.\\"";

WIZARD'S BEDROOM

EXAMINE

("You look at Manannan's elegant bed chamber. You see fine furnishings from a regal bed to a beautifully carved closet. You can't help but compare this handsome room to your own meager cubicle.");

EXAMINE NIGHTSTAND

("There is a small drawer in the front of the mahogany vanity.");

EXAMINE LOOKING GLASS

("The beveled mirror appears wavy because of imperfections in the glass. %m41");

("The back of your hair looks cute.");

("Imperfections in the glass make your reflection wavy; nevertheless, your rags show up all too clearly. But, though in rags, your face is handsome and your body strong.");

EXAMINE BED

("Manannan is asleep on his great bed. His snores are so loud they rumble off the walls. Be quiet; you wouldn't want to disturb him.");

("Heavy velvet curtains drape the regal mahogany bed.");

EXAMINE BELOW BED

("Dropping to your hands and knees, you peer under the bed. There is absolutely nothing there.");

("You are not close enough.");

LAY BED

("As comfortable as the bed looks, you have no interest in lying on the hateful wizard's bed.");

EXAMINE CARPET

("A beautiful rug adorns the floor. Its thick wool is woven into a colorful design.");

CAPTURE CARPET

"The carpet is too big and heavy to carry around.");

EXAMINE BELOW CARPET

("You tug at the rug for quite a while... before realizing you're standing on it!");

("You lift up the rug in several places and look under it. Sad to say, all you see is the dust you swept under there yesterday.");

("You are not close enough.");

EXAMINE TOP BUREAU

("There is nothing exciting on top of the dresser.");

EXAMINE DRAWER

("There is a small drawer in the front of the mahogany vanity.");

("The elegant dresser is made of mahogany. Its drawers are graced by beautiful gold knobs.");

EXAMINE IN DRAWER

("You bang the drawer against your shins repeatedly. (Try backing up!)");

("Quietly opening the drawer below the closet, you discover...");

 ("nothing that interests you.");

("You are not close enough.");

EXAMINE CABINET

("There may be something metallic on its top.");

("The closet is fashioned of ornately carved mahogany.");

EXAMINE IN CABINET

("You are not close enough.");

("You're startled to discover an ancient parchment scroll. Its ink has faded, but it seems to be a map. Taking this treasure, you leave everything else exactly as it was.");

("You see voluminous velvet robes, satin slippers, peaked hats, and soft linen gowns.");

EXAMINE TOP OF CLOSET

("You are not close enough to reach the top of the closet.");

("You feel along the top of the closet. Your hand comes back dusty.");

("You run a hand along the top of the closet. Suddenly, you touch something metallic. Grabbing it, you discover... a small brass key! What could it unlock?");

LIFT GLASS

("You are not close enough.");

("Manannan's bedroom window is always open. He likes fresh air.");

EXAMINE CHAMBER POT

("Manannan's chamber pot is on the floor beside his bed.");

TRY CHAMBER POT

("You are not close enough.");

("A feeling of great relief spreads over you.");

LOOK IN CHAMBER POT

("You are not close enough.");

("You look inside Manannan's chamber pot...");

("and wish you hadn't!!");

CAPTURE CHAMBER POT

("You are not close enough.");

("Wrinkling your nose in disgust, you throw the smelly contents of the chamber pot out the open window. What a way to make a living!");

EXAMINE ENCHANTER

"Manannan is asleep on his great bed. His snores are so loud they rumble off the walls. Be quiet; you wouldn't want to disturb him.");

CALL ENCHANTER

("You speak softly to the sleeping wizard. \"Hhrrummph!\" he grumbles sleepily, thumbing his nose as if at a fly. But, soon the snoring resumes again.");

OPEN DRAWER

("In the vanity drawer are many uninteresting items, although the wizard's hand mirror may come in handy. You grab it, then close the drawer.");

("You find baubles and trinkets which do not interest you.");

("Suddenly, your eye falls on something that does... a vial labeled \"Rose Petal Essence,\" which you eagerly take.");

"You find baubles and trinkets which do not interest you.");

("You try to be quiet, but an unfortunate squeak wakes Manannan. He turns in his bed, then sits up, staring angrily at you. \"You know you're to stay out of my things,\" he growls. \"I've no choice but to punish you for this.\");

("This time your words awaken Manannan. A grumpy look comes to his face. \"Don't you have anything better to do, boy, than to come in MY bed chamber and wake me from my peaceful repose?\");

FIRST FLOOR HALLWAY

EXAMINE

("This hallway is on the second level of the old wizard's house. There are two stairways here. One goes up and the other leads down. An open doorway is to the north.");

EXAMINE STAIR

("There are two sets of stairs here. The stairway leading upward is steep and narrow. The stairway going down is wider, but rather creaky.");

EXAMINE DOOR

"There is a doorway leading into a room to the north.");

("Suddenly, you feel squishy and slimy, with an awful weight on your back. Your tentacled eyes swivel around to see your shell. OH, NO! He's turned you into a snail!");

GWYDION'S BEDROOM

("You consider removing the dough pieces from your ears, but decide they are too fragile. You carefully comb your scraggly hair over them so the wizard cannot detect them.");

("Shhhh! You're trying to sleep.");

EXAMINE DRAPERY

("You have always admired this lovely tapestry. It adds one of the few bright spots to this dreary house.");

EXAMINE BACK DRAPERY

"You lift the bottom of the tapestry and peer behind it. The wall is filled with cracks. You can see why Manannan would hang a tapestry here. (There are also dozens of charcoal- scribed drawings, diagrams, maps, and notes to programmers, with the legend \"King's Quest IV,\" but you're uninterested in this, since you presently have your hands full with \"King's Quest III.\") You lower the tapestry and smooth out the wrinkles.");

"How can you see it through your bedroom wall?");

("You are not close enough.");

EXAMINE BEDROOM

("You might try that over there in your bedroom, but not here in the hall.");

("This is your own pitiful bed chamber. Compared to Manannan's fine room, yours is almost a cell. The bed is hard and uncomfortable with only a threadbare blanket and a small, flat pillow. The other furnishings are junk. But, as poor as it is, it's your own haven, as the wizard never enters it.");

EXAMINE BUREAU

"You might try that over there in your bedroom, but not here in the hall.");

("Your dresser is a piece of junk. It's full of nicks and scratches, and one drawer is completely missing.");

EXAMINE ON BUREAU

("You are not close enough.");

("There is nothing you want there.");

LOOK IN BUREAU

("You are not close enough.");

"You have nothing of any interest in your dresser drawer.");

EXAMINE LOOKING GLASS

("You might try that over there in your bedroom, but not here in the hall.");

("You look into the cracked mirror hanging on the wall. Your reflection shows a tall, handsome lad dressed in dirty rags.");

LIFT DOOR

("You are not close enough.");

("You twist the door knob on the bedroom door, but to your frustration, find it locked.");

("The door is already open.");

CLOSE DOOR

("The door is already closed.");

("You start to close the door, but, so as not to arouse the wizard's suspicions, you leave it open.");

UNLOCK DOOR

("You don't have a key that unlocks this door. It seems you are at the mercy of the miserable old wizard.");

("The door is not locked. It's not even closed!");

CAPTURE BOLT

("You have nothing with which to pick a lock.");
("The door is not locked. It's not even closed!");

EXAMINE DOOR

("The door is closed.");
("The door is wide open.");

BREAK DOOR

("You are not close enough.");
("You throw your body against the locked door, but in vain. The door is too strong for you to break.");
t("The door is not locked. It's not even closed!");

}

BREAK GLASS

("You might try that over there in your bedroom, but not here in the hall.");
("That would do you no good. The wizard anticipated your escape and placed iron bars outside your window.");

EXAMINE BED

"You might try that over there in your bedroom, but not here in the hall.");
("The bed is nothing more than a cot, hard and cold, and is difficult to sleep on. Your pillow is small, flat, and made of old rags.");

EXAMINE BELOW BED

("You might try that over there in your bedroom, but not here in the hall.");
("You bend down and peek under the bed. Your possessions are still safely hidden.");
"You lean down and poke your head under the bed. You see nothing but cobwebs and dust.");

LAY BED

("You might try that over there in your bedroom, but not here in the hall.");
("You lie down on your hard bed, stretch, then curl up, trying hard to get comfortable. Your thin blanket and small pillow do not help much.");

ADD ALL

("You might try that over there in your bedroom, but not here in the hall.");

"You get on your hands and knees and shove it under the bed. It will be safe from the wizard's sharp eyes there.");
("Obviously, you have nothing to hide, Gwydion!");

("There's nothing under the bed.");
("You drop down, reach under the bed, and then realize you've never put it there!");
("Dropping to your knees, you reach under the bed and retrieve it.");
("Dropping to your knees, you reach under the bed and retrieve all of your possessions.");
("You gratefully rise from your hard old bed, stretching your aching muscles.");

("You suddenly find yourself in your own little room. You notice that the door is closed.");
("You hear a CLICK at the bedroom door. The old wizard has decided to free you by magically unlocking your door.");

MANANNAN'S OFFICE

("The wizard is writing at his desk. He looks up from his work, and greets you with a scowl. \"Boy, you know I don't like you to enter my private study, especially when I'm writing,\" he growls. \"Leave now, or I'll make you leave!\"", 2, 2, 37);

EXAMINE

("Manannan is very private with his study, and doesn't like you poking around. The huge oak desk is covered with his writing implements. An oak cabinet is in the corner. There is a chart on the rear wall. The bookshelves are filled with books on every subject; the wizard fancies himself to be quite a scholar.");

EXAMINE BASKET

("Don't you remember... you emptied it yesterday.");

EXAMINE CHART

("The chart has no meaning to you.");

EXAMINE DESK

"The massive desk is made from oak. The wizard does all of his reading, writing, and calculating here.");

EXAMINE TOP COUNTER

("The desk is covered with the wizard's writing implements: quill pens, jars of oak bark ink, and parchment paper. Manannan is a prolific writer, recording his many ideas and formulas.");

LIFT COUNTER

"You are not close enough.");

("The wizard wouldn't appreciate that.");

("You open the large desk's only drawer; but, you see nothing interesting. Before you're caught, you close it.");

EXAMINE CABINET

("The oak cabinet has a brass handle on its door. Your feather duster is lying on its top.");

UNLOCK CABINET TRY KEY

("You are not close enough.");

("You try to turn the handle, but, unfortunately, the door is locked.");

("You unlock the oaken cabinet using the brass key.");

ADD ROD CABINET

("You are not close enough.");

("You try to turn the handle, but, unfortunately, the door is locked.");

("You unlock the oaken cabinet using the brass key.");

EXAMINE TOP CABINET

("There is just your feather duster on the cabinet.");

CAPTURE DUSTER

("You are not close enough.");

EXAMINE BOOKCASE

"So many books line the bookshelf, you wonder when Manannan has time to read them all. Titles cover many subjects: from \"Ancient Arabic Mythology,\" to \"A Study of the Heavens,\" to \"The Philosophies of Socrates.\"");

EXAMINE BOOK

("Carefully examining the bookshelf, you notice a glint of metal behind one huge volume.");
("So many books line the bookshelf, you wonder when Manannan has time to read them all. Titles cover many subjects: from \"Ancient Arabic Mythology,\" to \"A Study of the Heavens,\" to \"The Philosophies of Socrates.\"");

CAPTURE BOOK

("You glance at the titles of the books, but do not see any that interest you. Wait... was that a glint of metal behind one large book?");
t("You glance at the books, but see no others that interest you.");

EXAMINE GLINT

("There may be something metallic behind that large book.");

MOVE BOOK

"You are not close enough.");
("You push the large book aside, revealing a metal lever attached to the back of the bookshelf.");

ADD BOOK BACK

("You are not close enough.");
("You move the big book back where you found it so it again conceals the metal lever.");
"Before you replace the book, you'd better shut the trapdoor.");
"You don't want the old wizard to grow suspicious of your activities.");

EXAMINE HANDLE

("You look everywhere in the room, but do not see a lever.");
"The metal lever is attached to the back of the bookshelf.");
("%m22 You cannot take it.");

EXAMINE HATCH

("Peering into the dark, frightening trapdoor, you see treacherous stone steps.");
("You look closely at the floor, but do not see any signs of one.");

("You carefully replace the magic wand exactly as you found it.");
("You find it is empty.");
t("Inside, you find the wizard's magic wand.");
("You take it with you, knowing it could mean death if he finds it missing.");
("After closing the door, you carefully relock it.");

("A trapdoor opens, revealing steep stone steps leading into darkness.");
("The trapdoor groans shut, disappearing into the floorboards.");

("Caught in the act! You can see his rage building as the wizard's face turns red behind his white beard and his eyes bulge alarmingly. He roars at you, \"You know you're not allowed to sneak around in my private study!\");
you, knowing it could mean death if he finds it missing.");

KITCHEN

(Do anything while you're hanging upside down as punishment:)

("won taht od t'nac uoY");

("You're too busy sweeping.");

EXAMINE

"This is the kitchen of the wizard's house. Other than your own bed chamber, this is the only place in the house that you feel you can call \"your own.\" The wizard rarely enters the kitchen. On cold days, the fireplace is a cozy place to sit.");

EXAMINE FIREPLACE

("As it is now summer, the need to light a fire and cook hot food was diminished. The fireplace is, at the moment, not burning.");

EXAMINE BARREL

("The barrels only contain foodstuffs. They are too huge to move.");

EXAMINE COUNTER

("You use the heavy oak table when you prepare food for the wizard.");

EXAMINE BELOW COUNTER

("It's clean under there.");

EXAMINE BOOKCASE

("One useful item that catches your eye is the clay bowl you use for all of your mixing.");
("The kitchen shelf holds many ingredients and kitchen implements for cooking.");

EXAMINE CHAMBER POT

"There are pots, pans, and skillets hanging on the wall beside the fireplace.");

EXAMINE CAGE

("There is an iron rack hanging on the wall by the fireplace.");
("Your trusty knife");
("Your wooden serving spoon");

EXAMINE BASKET

"There are large baskets hanging from the ceiling beam, and smaller baskets on the kitchen shelves.");

EXAMINE BUTTER CHURN

"Looking at the butter churn makes your muscles ache as you remember the long hours churning cream to make butter. Otherwise, you have no interest in it.");

EXAMINE BUCKET

"It's just your old, oaken bucket.");

EXAMINE CEILING

("There are pots, pans, baskets, and drying herbs and spices hanging here.");

EXAMINE HERB

("There are many hanging here. %m35");

CAPTURE BASKET

("You can think of no use for baskets right now.");

CAPTURE CHAMBER POT

("You are not in the mood for cooking at the moment, so the pots do not interest you.");

CAPTURE HOLDER

("The iron rack is securely attached to the wall. You cannot remove it no matter how hard you try.");

CAPTURE HERB

("You have no use for these particular herbs and spices.");

CAPTURE FOOD

("You already have it.");

("You take the loaf of bread and carry it with you."

"You take the fruit and carry it with you.");

"You take the mutton chop and carry it with you.");

CAPTURE SPOON

("You take the wooden spoon from the iron rack and keep it with you.");

CAPTURE KNIFE

"You take the carving knife from the iron rack and keep it with you.");

CAPTURE BOWL

("You retrieve the clay bowl from the kitchen shelf and take it with you.");

ADD FOREST FIREPLACE

("There is no need for you to start a fire in the fireplace, as it is now summer and warm outside.");

("You feel the blood rushing to your head as you realize that you are upside-down. Straining to look up, you notice your feet have been magically attached to a kitchen rafter. You struggle, but can't release yourself. What a vexing situation!");

"You feel dizzy and nauseated at the sudden changes in body position. It's at least some consolation to find yourself on the floor again.");

GROUND FLOOR HALLWAY

(Exercise punishment)

("Boy, do you hate these little sessions. But, \"No pain, no magic.\");

("Pant, pant, pant, pant, pant!");

EXAMINE

("This is the main entry room of the wizard's house. The front door is to the south, creaky stairs go upstairs, and doorways lead north and east.");

EXAMINE STAIR

("The stairway leading upward has wide steps. Several of them are very creaky, though. You always

try to avoid them when going up or down these stairs.");

EXAMINE DOOR

("The three doors lead outside, to the north, and to the east.");

LIFT DOOR

("You open the front door of the house and go outside.");

("You can't reach the door from there!");

CLOSE DOOR

("The front door is already closed.");

EXAMINE BURN

("There are two candles attached to the wall to light your way up the dim staircase.");

CAPTURE BURN

("The candles are firmly attached to the wall. Try as you might, you cannot get them free.");

KITCHEN

("Manannan is impatiently waiting for his food! His stomach rumbles as he drums his gnarled fingers on the table. You'd better feed him quickly, or dire consequences may result.", 2, 2, 37);

EXAMINE

("This is where Manannan eats his meals. You, of course, are not supposed to eat here. YOU eat in the kitchen. There is a pine table and benches large enough to seat at least ten people; but the wizard has never HAD any guests for dinner.");

EXAMINE COUNTER

("The large dining table is made of pine planking. Matching benches run its length on both sides. The table is big enough to seat at least ten people.");

EXAMINE CUP

("There is a little metal cup on the table.");

EXAMINE COUNTER TOP

("There is nothing on the dining table. You keep it very clean as Manannan will not eat on a dirty table.");

EXAMINE BELOW COUNTER

("You bend over and peer under the table. You see nothing but a few crumbs left over from one of Manannan's meals.");

EXAMINE MOOSE

("You scrutinize the moosehead very carefully. But, you see it is nothing but an old head. You do feel sorry for the poor thing, though.");

CAPTURE MOOSE

("The moosehead is securely fastened to the wall. You cannot remove it.");

EXAMINE BURN

"Flickering candles from the wrought iron lamp light the room.");

EXAMINE DOOR

("There are two doorways here. One leads to the kitchen, the other to the entry hall.");

CAPTURE CUP

("You already took it.");

("You're too far away.");

("You pick up the little tin cup and carry it with you.");

EXAMINE XAT

("Manannan will never annoy anyone again.");

CALL CAT

("Manannan seems unusually quiet, don't you think!");

ANYWORD CAT

("You'd better get on with your quest. Manannan is no longer a bother to anyone!");

GET IN COUNTER

("Manannan wouldn't like that.");

("You're too far from the table.");

BOARD COUNTER

("Finish chewing first.");

("You are standing.");

FEED ENCHANTER

("He doesn't seem to be hungry right now.");

("You have no food to give the wizard.")

("You are carrying more than one type of food. Which would you like to give the wizard?");

("You place the food on the dining table before the hungry wizard. Ravenously, he devours every bit of it.");

("You fooled him! Manannan didn't realize the porridge was tainted, and ate the whole bowl!");

("Congratulations! Manannan will never again enslave you or the people of Llewddor!! At last, you are free!");

"It's obvious the wizard enjoyed his meal as he lets out a satisfied belch. He rises and leaves without so much as a \"Thank you!\");

EXAMINE ENCHANTER

("Manannan is impatiently waiting for his food! His stomach rumbles as he drums his gnarled fingers on the table. You'd better feed him quickly, or dire consequences may result.");

("He seems to be quite hungry.");

CALL ENCHANTER

("He's too busy to reply.");

("Manannan is out of sorts right now. \"Don't jabber at me, boy! Bring me my food, NOW!\" he bellows.");

("After speaking to the grouchy wizard again, he narrows his bushy-white eyebrows and looks at you with ill-temper. \"You're awfully thick-headed, aren't you?\" he snarls. \"It seems you need to be taught a lesson or two about OBEYING!\");

SIT DOWN

("You take a well deserved moment's rest. But, you wonder if you have time to be sitting here?");

DRINK FOOD

("You purr contentedly. You will enjoy your new life as a cat!");
("Mmmmmm! You needed that.");

"Evidently, Manannan has important things on his mind."
"Oh, Manannan is here! You wonder what mood he's in, as you never know from one minute to the next what he will do. To your relief, he is preoccupied. He's muttering mumbo-jumbos you don't understand.";

STAIRWAY TO LAB

EXAMINE

("You are on a flight of steep underground stone steps. They curve downward toward a dim light. The open trapdoor is above you.");

EXAMINE STAIR

("The steps are made of narrow, rough stones, crudely constructed.");

EXAMINE HATCH

("The trapdoor from the wizard's study is open.");

CLOSE HATCH

("You reach up and grab the trapdoor intending to close it. It won't move from this side. You'll just have to leave it open.");

LIFT HATCH

("The trapdoor is already open.");

CLIMB STAIR

("Climb them yourself.");

("OH, OH!! That darn cat really did it to you this time! Tripping over the cat, you fall to your death.");

("\"You look mighty funny falling down those stairs, Gwydion,\" he snickers.");

LABORATORY

EXAMINE BOOK

"Covered with gold trimmings, the old book's leather cover is cracked and worn, its pages yellowed and brittle. The title, however, is clear: %m32.\"");

("You eagerly thumb through page after page of what you assume to be magic formulas. The ink of the old handwriting is faint, and barely readable.");

("Most of the formulas are indecipherable, but a few are in a language you know. You treat the old book with great care as you can tell it contains recipes for some very old and powerful magic spells. Your hands shake as you realize this book could be the key to your escape from the evil Manannan.");

("You can't reach the book from here.");

MOVE BOOK *(to any other number)*

("Not being an experienced sorcerer, most spells in this book are too complicated for you to understand.");

EXAMINE

("You look in awe around this torch-lit underground room. It appears to be a laboratory... a \"wizard's\" laboratory.");

("Against the earthen walls there are rows of shelves holding numerous jars which contain strange, unknown ingredients.");

t("The shelves also hold skeletons of small animals and birds, some human skulls and bones, and other odd instruments, whose use you do not know. %m8 %m7");

EXAMINE COUNTER TOP

("The wizard's desk is curiously empty. You have no further interest in it.");

("%m8 Atop the oak table are a large leather-bound book, a mortar and pestle, a little brazier holding charcoal, and a flint, plus measuring cups, beakers, flasks, and stirrers.");

EXAMINE BELOW COUNTER

("You lean down and peek under the table. You see nothing but an earthen floor.");

EXAMINE STAIR

("The narrow stone steps lead up to the wizard's study.");

EXAMINE FLINT

("The flint is used for lighting the brazier.");

EXAMINE BEAKER

("There are many measuring, stirring, and mixing implements on the laboratory table.");

CAPTURE BEAKER

("You consider taking it, but decide there is no need to carry it%m38");

EXAMINE BURN

("The burning torches throw flickering shadows across the walls, making the room even more ominous.");

EXAMINE BOOKCASE

("You curiously gaze at the strange jars of ingredients, the animal and human bones, and other odd implements which line the rows of shelves. You see jars of ingredients resting on labeled shelves... shelves bearing such ghastly names as \"Powdered Fish Bone,\" \"Nightshade Juice,\" \"Mandrake Root Powder,\" \"Saffron,\" \"Toad Spittle,\" and \"Toadstool Powder.\");

CLOSE BOOK

("The wizard would notice if the book were closed.");

LIFT BOOK

("It's already open.");

CAPTURE BOOK

("Manannan would be very suspicious if he were to discover %m32\" missing.");

("There are many measuring, stirring, and mixing implements on the laboratory table.");

FORM MAGIC

("You must open %m32\" to the proper page to read the instructions for a magic spell.");

EXAMINE BEAKER

("You have no flask.");

EXAMINE EQUIPMENT

("There is much equipment here: a mortar and pestle, a charcoal brazier and flint, measuring cups, beakers, flasks, stirrers, and many jars and vials of strange ingredients.");

CAPTURE FISH OIL

("Where?");

CAPTURE BURN

("The torches are firmly attached to the earthen wall. You cannot loosen them.");

("The torches will not help you.");

("You can't reach it from here.");

("There are many jars of ingredients on the laboratory shelves. Which do you want?");

("You already have all the jars of ingredients you are likely to need. You have no interest in any other.");

EXAMINE MORTAR

("The mortar is a bowl-shaped implement made of stone. The pestle is a rounded stone that fits into the mortar. The mortar and pestle are used for grinding things into a powder. They are resting on the oak table.");

TRY MORTAR

("What would you do with the mortar and pestle?");

CRUMBLE ANYWORD MORTAR

("You consider doing that, but then realize it wouldn't work.");

CAPTURE BRAZIER

("There is no need for you to carry the charcoal brazier around with you. It will remain on the table for you to use as you wish.");

TRY BRAZIER

"What would you do with the brazier?");

BURN BRAZIER

("It is already burning.");

"You fill the brazier with charcoal from the small supply Manannan keeps here and strike the flint on it. Soon, the brazier burns hotly.");

ADD ANYWORD ON BRAZIER

("%m50 Now is not the proper time.");

EXAMINE BRAZIER

("Resting on the table is a small metal brazier. It holds charcoal and is used for heating or cooking things.");

("%m54 You could heat things quickly with the brazier, right now.");

```
print("%m66stone cold.");
```

EXAMINE CHARCOAL

```
t("%m66very hot!");
```

```
( "%m66stone cold.");
```

```
("The brazier has burned all the charcoal, and is now cool.");
```

OPEN PAGE *(any of the valid page numbers)*

```
("With trembling hands you turn the pages of %m32,\" and prepare to follow its instructions precisely.");
```

```
m57 = "You're all ears now, Gwydion!";  
m58 = "Oooooooh, Gwydion! What big eyes you have!!";  
m59 = "It appears that stone has a flaw.";  
m60 = "Night-night, Gwydion.";  
m61 = "That was a-mew-sing, Gwydion.";  
m62 = "There's no silver lining in this cloud, Gwydion.";  
m63 = "Gwydion! Oh, Gwydion!!\n"  
      "\n"  
      "(What Gwydion? Where??)";
```

SPELLBOOK

```
m1 = "You know you must work with the utmost care. Every step is critical; each must  
be done in the proper way, in the proper sequence. You tremble in anticipation.";  
m2 = "You scratch your head at the confusing old book, and turn away in puzzlement.";  
m3 = "A strange feeling comes over you. You wonder if you could have made a  
mistake!";  
m4 = "A mysterious music fills the laboratory!";  
m5 = "The mysterious music stops. What could this mean?";  
m6 = "Successfully completing the spell, you again look at the wizard's laboratory.";  
m7 = "]";  
m8 = "What would you do with the brazier?";  
m9 = "It is already burning.";  
m10 = "Making sure there is fresh charcoal in the brazier (there is a small supply here),  
you light it with the flint. Soon, the brazier is hot.";  
m11 = "The brazier has burned all the charcoal, and is now cool.";  
m12 = "For a moment you consider doing that, but then realize it wouldn't work.";  
m13 = "The small brazier is made of metal shaped into a bowl, with four small legs. It is  
filled with charcoal and topped with a metal grill. It is used for heating or cooking things.";  
m14 = "%m17 You could heat things quickly with the brazier right now.";  
m15 = "%m18stone cold.";  
m16 = "The charcoal belongs in the brazier. You have no need for it anywhere else.";  
m17 = "%m18very hot!";  
m18 = "The charcoal in the metal brazier is ";
```

THE CAT

LOOK CAT

("That detestable pet of Manannan's is a constant annoyance.");

CALL CAT

("Get lost, Gwydion, you creep!");

EMBRACE CAT

("The thought of doing anything nice to that obscene ball of fur makes you sick.");

HIT CAT

("Ha, ha! Missed me!");

("You're too far away.");

("Screeeeeeeeeeeech!!!!!!!!");

("(heh, heh, heh)");

KILL CAT

("Good idea, but how? As much as you'd love to, you haven't the heart.");

CAPTURE CAT

As he does so he snickers, "Ha, ha! Missed me!");

("You're too far away.");

("The despicable cat slips away from your grasp with a fierce scratch to your arm.");

("Nimble, you grab the nasty cat by the scruff of its neck, avoiding its needle-sharp claws. Now that you have it, what are you going to do with it?");

ADD CAT

("You don't have it.");

CAPTURE FUR

("You manage to pluck some fur before he viciously scratches, and leaps from your arms. With grim satisfaction, you survey your wounds. "Stupid cat," you scoff, "whether you know it or not, you just helped me.");

("The detestable cat leaps from your arms, snarling and screeching!");

"The cat's only response is an arched back and a hiss.");

"The cat stares at you with cold eyes, his tail twitching slightly.");

"Manannan's pet totally ignores you as you speak to him.");

"HEY! That hurt!");

"Ow! I'll get you for that, Gwydion!");

"Wait till I catch you on the steps, you creep!");

MANANNAN

EXAMINE ENCHANTER

("Manannan appears older than old. His long, white beard straggles thinly past his waist, his skin resembles old parchment paper, and his hands are gnarled and twisted. But, don't be fooled! The old wizard is smart and powerful, and his magic is formidable.");

KILL ENCHANTER

("Your own death would result from that! He's too powerful for you.");

EMBRACE / DRINK ENCHANTER

("Ugh!! You don't want to do THAT, do you?");

CAPTURE ENCHANTER

("Do you really think you can catch a wizard?");

CAST SPELL

("How can you without proper materials? Besides, you have to get up pretty early to out-spell this old wizard.");

("Attempt to use magic around me, will you?!");

("You aren't to be in this room without my express permission!" Manannan says gruffly. "Go find something to do.");

("Instead of fooling around in here, you should have finished that chore I assigned to you earlier!");

("When I assign a chore, I want it done immediately!");

("Out of my way, Gwydion!");

("I mean it, boy... stay away from me!");

("Gwydion, let this be a lesson to you!");

"Manannan is bothered by your interruption. "Gwydion, I've many things on my mind. Get to work, or I'll find you something to do.");

"With annoyance, Manannan looks your way, "Don't bother me, boy. I've got important things to think about.");

"Shoo, boy! I don't want to be bothered!");

"Your kitchen is filthy! Go clean it, now!");

"Gwydion, my chamber pot needs servicing. Go empty it, immediately!");

"My office is dusty. Clean it at once!");

"You've been neglecting my chickens again, Gwydion. Feed them, and quickly!");

"Oh, oh. It's him, again!";

"You feel Manannan's cold gaze is quite unnerving.";

("I am ravenous. Fix me something immediately!");

"Gwydion, I have awakened.");

"Gwydion, I have decided to take a journey.");

"I have returned, Gwydion, and am ready to eat.");

"I am going to bed, Gwydion. Do not disturb me.");

m5 = "When will you learn to OBEY!" Up goes the dreaded finger.";

m8 = "Gwydion! You were assigned a chore. You know what happens to lazy boys!"

Manannan shakes his head in disgust. ");

%m8The kitchen is still dirty.%m5";

%m8You failed to empty my chamber pot.%m5";

%m8I am still hungry.%m5";

%m8You did not dust my study.%m5";

%m8You failed to feed my fowl.%m5";

m14 "You are forbidden to be here!";
"\Perhaps you'd like a closer view of the ground, Gwydion,\" says Manannan.";
"\Try hanging around in the kitchen a while, Gwydion,\" growls Manannan.";
"\You need to work off a little of that weight, Gwydion,\" snarls Manannan.";
"Manannan leers, \"Like a bad little boy, you need to spend some time in your room!\"";
"\"%m14\" hisses the old wizard, displaying no emotion, his face stony and cold.";
"Manannan's eyes narrow to slits. \"Gwydion!! %m14 I've a good mind to...\" His face softens as he continues, \"Well, maybe next time. For now... GO HOME!\"";
"\Attempting magic around me will always fail,\" Manannan laughs. \"Be gone, Gwydion; you bore me!\"";
"\"I am ravenous. Fix me something immediately!\"";
"\"My magic wand is missing!! It's time to teach you a LESSON, boy!\"";
"\I've tried to be patient with you, Gwydion, but this is the final straw.\" With a snaggle-toothed grin, Manannan raises his finger.";
"\You're up to no good, Gwydion\" Manannan snarls through clenched teeth. \"Never again will you discover my secrets!\"";
"\"There's no way you could have collected these things without disobeying me, Gwydion\" the hateful wizard hisses as he takes the offensive objects from you.";
"\"You'll create no magic around me, Gwydion\" the hateful wizard growls as he takes the offending ingredients from you.";
"\"You've discovered the secrets of `The Sorcery of Old.' Never again will you disobey me, Gwydion!!\"";

OUTSIDE THE CASTLE

EXAMINE

("The lone mountain rises from the forests of Llewddor to this cloud-encircled peak. Here is the somber house of Manannan, where you and he reside.");

EXAMINE PATH

"The treacherous path is the only route down the mountain. If you are contemplating taking it, you should be very cautious.");

EXAMINE FOREST

("The foliage is very scant on this steep mountainside.");

EXAMINE SKY

("The sky is dark here due to the swirling clouds surrounding this summit.");

EXAMINE CLOUD

("Dark clouds surround this peak adding a cold, sinister feeling to this lonely mountain.");

CLIMB BLUFF

("The mountain is too steep to climb. Use the path.");

EXAMINE DECK

("The ground is hard and rocky on this lonely mountaintop.");

EXAMINE HOUSE

("This is the gloomy home of Manannan, the evil wizard who is your master.");

EXAMINE DOOR

("The door of the wizard's house is closed at the moment.");

BANG

("Why don't you just open it; you DO live here.");

LIFT DOOR

("Not now!");

("Your arms are not long enough to reach it from here.");

EXAMINE BIRD

("A couple of chickens strut about their chicken coop. As all chickens do, they peck, scratch, and cluck. The poor things; they will end up as the old wizard's dinner one day. %m25");

("The chicken struggles in your arms, trying to peck you. Apparently, it doesn't enjoy being held.");

CALL BIRD

("The chickens pay no attention to you.");

KILL BIRD

("You never were very good at doing that. You'd really rather not.");

HEAR BIRD

("Shhh. If you're quiet, perhaps you'll hear them.");

"\"The poor boy,\" clucks one of the hens. \"He thinks his name is Gwydion.\"";

"\"Wouldn't he be surprised to find out he's a prince!\" replies the other hen.";

"\"Yes,\" cackles the first hen. \"He's really Prince Alexander.\"";

"You hear one chicken say to the other, \"I feel so sorry for the boy. The old wizard treats him miserably.\"";

"\"Yes, dear,\" replies the other one, \"but YOU ought to worry about your own neck. Look at the situation WE'RE in.\"";

"\"Remember Gertrude,\" one of the chickens reminisces. \"Remember how one day the old wizard came out and got her.\"";

"\"Oh, I know,\" clucks the other. \"It was horrible! I hear she ended up in his stew. I can't bear to think about it!\" ";

"You overhear one of the hens speaking to the other, \"Whatever happened to your LAst batch of chicks, my dear?\"";

"Answers the other, \"My poor babies were doing so well! I was just teaching them the proper methods of scratching when that old rascal came out and took them away!\"";

"\"Where do you think he took them?\" wondered the first hen.";

"\"I hate to think,\" the distraught mother hen replies. \"I just heard them peeping as they were carried off.\"";

EXAMINE GATE

("The gate is closed.");

LIFT GATE

("Your arms are not long enough to reach it from here.");

("The chicken flies out of your grasp, and again struts around the coop.");

CAPTURE BIRD

("You cannot reach the chickens.");

("What's wrong with the chicken you're holding?");

("The little varmint scoots out of reach.");

("Gotcha! You've managed to catch a chicken. But, what are you going to do with it?");

CAPTURE FEATHER

("You already took a chicken feather.");

("You have to catch a chicken first.");

("Tucking the chicken firmly under one arm, you gently pluck a small feather, then let it go.");

EXAMINE BAG

("There is a bag of chicken feed behind the fence, beside the chicken coop.");

("The bag behind the fence is full of chicken feed.");

DRINK BIRD

("Sorry, Colonel; they're not even dead yet!");

CAPTURE FEED

("You only need the chicken feed if you want to feed the chickens.");

FEED BIRD

("You can't reach it from here.");

("Not now!");

TWISTY MOUNTAIN PATH

EXAMINE BLUFF

"A lone mountain rises sharply from the forest floor, its jagged peak encircled by dark clouds. A treacherous path winds its way up the steep mountainside. You, and the wizard Manannan, live at the top of this peak.");

EXAMINE PATH

("The winding path leads dangerously up the steep side of the dark mountain.");

CLIMB

("It would be nearly impossible to scale a mountain this steep. Try using the path.");

EXAMINE PATH

("The winding path spirals steeply down the mountainside. It leads from the wizard's house at the top, to the forests of Llewddor below.");

EXAMINE SKY

("The sky is darker near the top of the mountain as there are dark, swirling clouds surrounding its summit.");

EXAMINE CLOUD

("Dark clouds surround the mountain peak, adding a cold and sinister feeling.");

EXAMINE BLUFF

("The lone mountain, with its steep path, rises from the forests of Llewddor to a cloud-encircled peak.");

EXAMINE FOREST

"The foliage is very scant on this steep mountainside.");

EXAMINE BUILDING

("It is very difficult to see the wizard's house from this viewpoint.");

MORE TWISTY MOUNTAIN PATH

EXAMINE

The many beautiful trees bring a sense of peace to this forest.");

EXAMINE BRUSH

("The soft grass soothes your aching feet.");

EXAMINE BLUFF

("A lone mountain rises sharply from the forest floor, its jagged peak encircled by dark clouds. A treacherous path winds its way up the steep mountainside. You, and the wizard Manannan, live at the top of the peak.");

EXAMINE PATH

("The dangerous, winding path leads up the side of the dark mountain.");

CLIMB BLUFF

("You need to be closer to the mountain for that.");

DESERT WITH SNAKE SKIN

EXAMINE REPTILE SKIN

("The parched sands of the desert seem to reach forever westward. You notice a dried snake skin lying on the hot ground.");

CAPTURE REPTILE SKIN

("You retrieve the dried snake skin from the hot desert sand. It is delicate and could easily crumble.");

("You're not close enough.");

EXAMINE

"The parched sands of the desert seem to reach forever westward.");

EXAMINE BRUSH

("The flora in this hot, dry desert is scant. The only plants that grow are cactus, thorny shrubs, and

an occasional stunted tree.");

CAPTURE BRUSH

("All of the cactus around here are too prickly to be touched. You could wind up with a handful of thorns.");

EXAMINE SKY

"The sky in this desert is a cloudless, deep, deep blue. The sun is very bright and very hot in this beautiful, blue sky.";

DESERT WITH CACTUS

EXAMINE ROCK

("If you've seen one rock, you've seen them all.");
("You notice an unusual little cactus beside that large rock.");

EXAMINE BRUSH

("You notice an unusual little cactus beside that large rock.");

TRY DAGGER CARVE CACTII

("You don't have the cactus.");

CAPTURE CACTII

("You are not close enough.");
("Ok.");

DISTANT DESERT

EXAMINE DECK

("The hot ground is parched and dry.");

EXAMINE BLUFF

("The mountain to the north seems to float on the horizon.");

DRINK

("Drinking the salty ocean water intensifies your thirst.");
("You have no water. Your desperate mind must be playing tricks on you.");

EXAMINE

("You have entered a great desert.");
("You look around and see no familiar landmarks. A tight knot of fear begins to form in your stomach as you realize you don't know how to get out of this desert.");

EXAMINE BIRD

("You see buzzards circling high above you.");

("You are getting very hot and tired. You'd better find your way out of this desert soon.", 2, 2, 37);

("You can't take the relentless sun anymore, and collapse from heat stroke. Miserably, you die in this dreadful desert.", 2, 2, 37);

"The snake scurries around without noticing you.";
"That is not a wise idea. The snake is probably dangerous.";
"What snake?";

TRY LOOKING GLASS ON BARMAID
("You are too far away for her to see it.");

KILL BARMAID
("Good idea! But, how can you do that?");

CALL BARMAID
("Apparently, Medusa doesn't speak. The only sounds that emit from her mouth are terrible grunts and groans.");

("The most hideous-looking being has made its appearance! It's Medusa!");

KILL BARMAID
"Medusa is now just a stone statue, perfectly harmless.");

GET BARMAID
("The statue is much too heavy to carry.");

EXAMINE BARMAID
("Even as a statue, Medusa is indescribably ugly.");

("Your eyes fall upon a face so hideous, so gruesome, that the horror of it is beyond description. People who look upon the face of Medusa, with her hair of writhing, live snakes, turn instantly to stone. Suddenly, your body feels cold and stiffens hard as a rock. You make a nice statue, Gwydion.");

("Oh no! Medusa's touch is like ice! A cold chill shivers down your spine, turning to a stiffness that soon hardens your body like a rock. You are now nothing but a statue.");

("Averting your eyes, you aim the wizard's hand mirror at Medusa's face. A scream pierces the air as she beholds her own hideous reflection... then... nothing. You dare to look. Medusa has turned herself to stone!");

EXAMINE DESERT
("You find yourself at the edge of a great desert, stretching as far as the eye can see to the west.");

EXAMINE FLOWER
("The flora in this hot, dry desert is scant. The only plants that grow are cactus, thorny shrubs, and an occasional stunted tree.");

EXAMINE FOREST
("Trees are practically non-existent in this dry desert. The few trees that do survive are stunted and dry-looking.");

EXAMINE BONE
("They are just some old uninteresting bones.");

EXAMINE FLOWER

("Occasionally, after a rare rain, flowers spring up everywhere in this great desert. There are no flowers now, as it has not rained for a long time.");

EXAMINE DECK

("The hot, dry sands of the desert reach seemingly forever to the west. It is a parched land.");

EXAMINE CACTII

("All of the cactus around here are too prickly to be touched. You could wind up with a handful of thorns.");

EXAMINE SKY

("The sky in this desert is a cloudless, deep, deep blue. Overhead, the sun is very bright and very hot.");

CAPTURE FLOWER

("There are no wildflowers to pick here.");

CLIMB FOREST

("The few, scanty trees in this desert are not suitable for climbing.");

EXAMINE LIZARD

("They're just lizards, scurrying across the desert floor.");

CALL LIZARD

("They can't understand you.");

HEAR LIZARD

("Maybe if you're quiet, you'll hear them.");

ANYWORD LIZARD

("The little lizards are much too quick for you.");

ANYWORD REPTILE

("Any experienced traveller knows better than to mess with snakes!");

"You overhear one of the scaly lizards say to the other, \"There's that boy, Gwydion. You know how he came to be here in Llewddor, don't you?\"";

"No, I haven't heard that story,\" replies the other lizard. \"How did he get here?\"";

\"Well,\" began the other one, \"When he was a baby, he was stolen from his cradle one night by that awful wizard, Manannan, who brought him here and raised him. I hear he treats the boy terribly.\"";

"That's too bad,\" comments the second lizard.";

"Says one lizard to the other, \"I wish I could do something for the poor boy. He seems so lost and confused.\"";

"I agree. What do you think he is doing here, anyway?\" questions the second lizard.";

"I would guess that he's probably trying to run away from the wizard,\" states the first one. \"I hate to think what will happen to him if Manannan finds him.\"";

"How do you get cactus stickers out of your tail?\" you hear one scaly lizard say to the other. \"I nearly had a brush with disaster this morning.\"";

"That's terrible,\" says the second lizard. \"I know how much they hurt. Best thing is--rub your tail against a rough rock. The stickers should come right out, and possibly your tail with it.\"";

SOUTHERN FOREST

ANYWORD FLOWER

("The flowers are pretty, but otherwise uninteresting to you.");

EXAMINE

("The many beautiful trees bring a sense of peace to this forest. You see an impassable mountain to the South.");

EXAMINE BLUFF

("That's the mountain upon which you live, Gwydion.");

CAPTURE MUD / DRINK WATER

("Up here, the stream is nearly imperceptible, but it widens to the south.");

There is a rushing stream flowing through the forest floor.;

EXAMINE BRUSH

("The soft grass soothes your aching feet.");

EXAMINE FOREST

("The many beautiful trees bring a sense of peace to this forest.");

EXAMINE DESERT

("If you look way off to the west, you can see the desert.");

EXAMINE FLOWER

("This is the wrong time of the year for wildflowers.");

EXAMINE SKY

("The clear, blue sky is brilliant with an occasional white cloud.");

CAPTURE FLOWER

("There are no flowers in this area.");

CLIMB FOREST

("You see no suitable trees for climbing.");

EXAMINE ROCK

("If you've seen one rock, you've seen them all.");

EXAMINE BIRD

("You see two pretty birds looking at you.");
"You don't see any right now.");

EXAMINE ANIMAL

("You see two squirrels chattering to each other.");
("You don't see any right now.");

CAPTURE ANIMAL / BIRD

("They're too difficult to catch.");

("You don't see any right now.");

HEAR ANIMAL/BIRD

("Maybe if you're quiet, you'll hear them.");

ANYWORD CACTII

("Where?");

("All of the cactus around here are too prickly to be touched. You could wind up with a handful of thorns.");

("It is a handsome example of the species, but not one you'd care to handle. Look at those thorns!");

"You listen with great interest as one little bird chirps to the other, \"Notice that boy down there? He's got a sister he doesn't even know. A TWIN sister.\"";

"Answers the second bird, \"How sad. I don't know what I'd do without all my brothers and sisters. I'd be so alone.\"";

"\"I know what you mean,\" agrees the first.\"";

"Your ears perk up as you hear one twittering bird say to her friend, \"Do you think that young man looks anything like his twin sister in Daventry?\"";

"\"I don't know, but I hear her beauty is legendary,\" chirps the other bird.\"";

"\"Well, he ain't exactly chopped liver, either,\" the first little bird states.\"";

"\"I'm getting so frustrated!\" one little bird twitters to the other. \"No matter how early I get up, I just can't seem to ever catch that darn worm!\"";

"\"Poor dear,\" says her friend. \"I know you can do it. You can't let a dumb worm outsmart you!\"";

"\"Hah!\" the first bird laments. \"That's easy for you to say. I bet you've never even tried!\"";

"You hear one of the birds speak to the other, \"See that young fellow over there? When that old wizard, Manannan, kidnapped him, I heard tell his real parents were heartbroken over his loss.\"";

"\"I would think so!\" chirped the other bird. \"I'd sure miss my brood if they disappeared!\"";

You notice one squirrel chattering to the other squirrel, \"See that young man over there?\"";

"\"Yes, what about him?\" the second one inquires.\"";

"\"Poor thing, he doesn't even know who his parents are,\" says the first squirrel.\"";

"Asks the other, \"Well, who are they?\"";

"\"He's really a prince. His parents are King Graham and Queen Valanice of Daventry,\" replies the first.\"";

"\"That boy over there lives with the terrible wizard,\" one scampering squirrel remarks to its companion.\"";

"\"How awful for him,\" says the other squirrel. \"I wonder how he can stand it.\"";

"Comments the first, \"I bet he can't. He ought to learn magic. He's got to fight fire with fire.\"";

"Chatters one squirrel to the other, \"Manannan's terrorizing the countryside again. I'm afraid for my life.\"";

"\"I know how you feel,\" replies the second. \"I understand he's fond of squirrel tails.\"";

"You overhear the squirrels chattering. \"Have you got your winter's supply of nuts gathered?\" one inquires.\"";

"\"Not quite yet,\" answers the other. \"Do you?\"";

"\"Oh sure,\" states the first squirrel. \"Ages ago. You'd better get to it, I'd say.\"";

EXAMINE FEATHER

("Ok, it's a feather.");

("What feather?");

CAPTURE FEATHER

("You can't reach it.");

("Ok.");

EXAMINE EAGLE

("You see a majestic eagle.");

CAPTURE EAGLE

("You can't reach it.");

("I don't see a bird. Do you?");

CALL BIRD

("You can't reach it.");

("I don't see a bird. Do you?");

EXAMINE DECK

("There is a feather on the ground.");

EXAMINE BANDIT

("They are dirty and unkempt, their hair is wild and their clothes smell. Mean looks darken their faces. These are two to avoid!");

CALL BANDIT

("This is no time for conversation! Get out of here!! ");

CAPTURE BANDIT

("If you think you can capture these two you'd better think again.");

KILL BANDIT

("You think you can hurt two husky bandits!? Think again.");

"These two are certainly unsavory rogues! They look like they'd rob you blind!!");

("%m5Taking stock of your holdings, you discover that all of your possessions have been stolen.");

("%m5At least you had nothing for the two bandits to steal.");

"After recovering from a whack on the head at the hands of the bandits, you stand unsteadily. ";

FOREST WITH OAK AND BANDIT HIDE-OUT ENTRANCE

EXAMINE

("The beautiful trees of the forest to the east grow sparse as they reach the edge of the great desert to the west. You do notice one particularly large oak tree. \"What a fine oak,\" you think.");

EXAMINE FOREST

("You look up into the towering oak tree. You can only see large, spreading branches and thick leaves. Looking down, you see a small hole between the tree's large roots.");

ANYWORD FLOWERS

("The flowers are pretty, but otherwise uninteresting to you.");

CLIMB FOREST

("You try to climb the huge oak tree, but cannot find a good hand hold. You slip back, and all you gain for your efforts are splinters.");

"There are no climbable trees nearby.");

CARRY HOLE

("You need to be closer.");

"%m6You feel around inside the hollow tree and discover a rope, stretching up into the tree. You pull it and (to your amazement) a rope ladder falls from the branches above.";

"You lie down on the ground and reach into the small hole. ";

"%m6You feel around for the rope, but when you pull it, nothing happens. The ladder stays in place.";

EXAMINE LADDER

("The rope ladder stretches up into the branches.");

("What ladder?");

EXAMINE HOLE

"You lie down on the ground and look into the small hole. It is too dark inside to see anything.";

CAPTURE LADDER

("The ladder is attached to the oak tree. You cannot remove it.");

("What ladder?");

EXAMINE DECK

("There's nothing of interest here, just some acorns scattered around this old oak tree.");

EXAMINE ACORN

("The acorns surround the old oak tree, and crunch under your step.");

CAPTURE ACORN

("You need to be closer.");

("You pick and poke among the fallen acorns, looking for dried ones. You eventually find three dried acorns, and take them with you.");

("You pick and poke among the fallen acorns looking for dried ones. You don't find any; these are all newly fallen.");

"In your insect form, you fit easily through the hole in the tree.");

You are much too big to fit into that small hole.";

INNER TREE

("You have flown through the hole at the base of the tree and are now inside the hollow trunk. You see a rope leading up into a small hole above you. This area is cramped and confining, even for a fly.");

FLY BEGONE MYSELF RETURN

("You hope you'll be able to fit inside the tree in your normal form.");

("Obviously, your hopes were ill-founded. Too late, you realize you are inside a tree, and... the results are too gruesome to discuss.");

OUTSIDE BANDIT SHACK

STIR BREW WITH FINGER

("On second thought, you decide not to make a storm. You remember how dangerous it is to be in a tree during a storm.");

EXAMINE

("You are standing outside a shack that has been built in the branches of the spreading oak tree. A rope ladder leads down toward the ground.");

LOOK IN BUILDING

("There seems to be somebody moving around inside the treehouse.");

("You can see very little of the interior from out here. But there seems to be a figure sleeping in a chair.");

EXAMINE DOOR

("The doorway of the treehouse is only a rough opening in the planks.");

ANYWORD GLASS

("There is no window, only a hole cut in the side.");

EXAMINE LADDER

"The rope ladder drops down through the leaves of the huge tree toward the ground below.");

CLIMB FOREST

("The tree looks very difficult to climb around on, but you can try if you wish.");

EXAMINE SKY

("The thick leaves of the oak tree allow only rare glimpses of the sky above.");

EXAMINE DECK

("The thick leaves and massive branches obscure the ground below.");

EXAMINE BANDIT

("You can see someone moving about, but can not make out details from here.");

("You see no one else around.");

"It's hard to tell without entering.";

BANDIT SHACK INTERIOR

("You have entered the bandits' hideout; one of them is coming after you now!");

("You have entered the bandits' hideout; one of them is sleeping at a small table.");

("The bandit opens his eyes and sees you in his hideout. He jumps up from the chair and chases you.");

("The heartless thug drags you out the door and pushes you off the porch.");

OPEN CHEST

("You slowly lift the lid, and hope the squeaky hinges do not wake the bandit.");

EXAMINE

("The hideout is made of rough planks, sparsely furnished with a table, a chair, and a small, wooden bin in the corner.");

EXAMINE BANDIT

("The ugly bandit is dressed in dirty clothes. He looks, and smells, as if he hasn't had a bath in months. He has a very threatening look in his eyes!");

("The scoundrel is fast asleep at the table. He is dressed in dirty, ragged clothes, and emits a very unpleasant odor.");

EXAMINE COUNTER

("There is a leather coin purse lying on top of a wobbly table.");

("The wobbly, wooden table is made out of rough planks.");

CAPTURE COIN

("You very carefully lift the coin purse off the table; practically out from under the sleeping bandit's nose!");

("You need to be closer.");

("That is not possible!");

EXAMINE CHEST

("This must be where the bandits store their loot! You see all of your stolen possessions inside the bin.");

("There is nothing in the bin.");

("You need to be closer.");

("The shabby, wooden bin is built into a corner of the treehouse. It is covered by a hinged lid.");

LIFT CHEST

("That is not possible!");

("The bin is already open.");

("You need to be closer.");

CLOSE CHEST

("That is not possible!");

("The lid is closed.");

("You need to be closer.");

KILL BANDIT

("He looks pretty big and mean. Perhaps you should run instead.");

("What kind of person would kill a sleeping man?!");

EXAMINE DECK

("You see the stained and dirty floor, and through the cracks, between the planks, you see the ground far below.");

EXAMINE OUT DOOR

("You see the limbs and leaves of the tree swaying in the breeze.");

CAPTURE ALL

"Ok.");

("There is nothing in the bin.");

("The lid is closed.");

THREE BEARS COTTAGE EXTERIOR

EXAMINE BEAR

("Where?");

("%m1 To your surprise, you see a bear, wearing a dress, working in the garden. It must be Mama Bear!");

("He doesn't seem happy to see you.");

("You see three fully-clothed bears!");

CALL BEAR

("Where?");

t("Evidently, they don't hear you.");

("Your cordial greeting annoys the bear, and she growls back, \"Grrrrrrrrrrreetings yourrrrrrrrrself, young man. Stay out of my garden!\");

t("Again, you speak to the bear. \"Grrrrrrrrrr!\" she growls menacingly. \"We don't take to strangers here. Go away!\");

t("Insistently, you talk to the bear yet again. She ignores you, but you hear a constant low growl from deep within her.");

CAPTURE BEAR

("It is utterly impossible for you to catch a big bear.");

KILL BEAR

("How could you hurt a big bear? You couldn't.");

EMBRACE BEAR

("A strange idea.");

EXAMINE FLOWER

("You carefully peek into the pretty flowers of the flower garden. Drops of glistening dew have gathered within their soft petals.");

EXAMINE GARDEN

("%m1 To your surprise, you see a bear, wearing a dress, working in the garden. It must be Mama Bear!");

("There are lovely flowers growing in this well-tended garden. Their sweet scent and beautiful colors delight you.");

EXAMINE

("This is the comfortable home of the Three Bears. A well-tended flower garden grows out front.");

EXAMINE GLASS

("You peer through the window, but the inside is dimly lit and you cannot make out any details.");

EXAMINE DOOR

("The heavy wooden door is closed.");

CAPTURE FLOWER

("You wouldn't want to spoil the lovely flower bed by picking one!");

EXAMINE DEW

("The dew is beautiful.");

CAPTURE DEW

("Your thimble is already full of dew.");

("You must have a thimble in order to get a thimbleful of dew.");

("Holding the silver thimble beneath a dew-filled flower, you gently tip the flower so its dew runs into the thimble. You move from flower to flower, repeating the process until your thimble is brimming with dew.");

BANG

("You rap lightly on the door of the charming house.");

("No reply.");

("You knock again, louder.");

("Again, there is no response.");

("Perhaps no one is home?");

LIFT DOOR

("You need to move closer.");

EXAMINE BLUFF

("You see a lone mountain peak in the distance. Dark clouds swirl around its summit.");

("Mama Bear growls at you as you near the flower bed. Better stay away from it... and HER!");

("What's this? Three clothed bears??\n\nYou hear Papa Bear exclaim, \"What a beautiful day for a stroll through the forest.\" , 2, 2, 37);

("\"AND STAY OUT!!!\");

("There are three fully-clothed bears coming!\n\nYou hear Mama Bear say, \"Thank you, Dear. That was a lovely walk.\" , 2, 2, 37);

("Oh, dear! You have annoyed Mama Bear by trampling her precious flowers.");

("\"SCRAM!!\" growls Papa Bear. \"We're not interested!\" , 2, 4, 37);

THREE BEARS LIVING ROOM

EXAMINE BELOW COUNTER

("You drop to your hands and knees and look under the pine table. You see nothing but a clean floor.");

EXAMINE

("You are in the charming home of the Three Bears. Mama Bear certainly does keep her house nice

and cozy.");

EXAMINE FIRE

("There is a cheery fire crackling in the fireplace, even though it's summer.");

LIFT GLASS

("The window does not open.");

EXAMINE OUT GLASS

("You see the forest and Mama Bear's flower garden outside.");

EXAMINE STAIR

("A rustic wooden stairway leads to the second floor.");

EXAMINE BENCH

("The chairs are arranged in a cozy conversational grouping around the dining table.");

("It appears however, that a previous conversation may have gotten out of hand.");

("There is only a splintered pile of wood that was once a small chair.");

("The cute little wooden chair looks sturdily built.");

("The medium-sized chair looks very soft and comfortable.");

"The wooden chair is very large, and solidly built. It must be Papa Bear's.");

GET IN BENCH

("You can't reach it from here.");

("You can't sit on that!");

EXAMINE COUNTER

("The large wooden table is clean and polished.");

EXAMINE BASIN

("Where?");

t("There are two bowls of porridge on the table. One is too hot, and the other is too cold.");

t("There are three bowls of porridge on the table. You are surprised that bears eat porridge. You always thought they ate honey and berries.");

DRINK BASIN

("Where?");

("You're not close enough.");

("much too hot.");

("much too cold.");

("just right! You take another bite, then another, and another. Before you realize it, you have downed the entire bowl.");

CAPTURE BASIN

("Where?");

("You're not close enough.");

t("much too hot.");

("much too cold.");

t("just right! So, you take it with you.");

("This chair feels just right.");

("Oh, oh!");
("You sink deeply into the overstuffed chair... too deeply! This chair is much too soft.");
("You feel very small and uncomfortable in this big chair. This chair is much too hard.");

m2 = "The large wooden table is clean and polished.";
m13 = "You taste the porridge and decide that this bowl of porridge is ";
m18 = "You ate it all.";

THREE BEARS BEDROOM

("Shhhh! You'll wake yourself up.");

WAKE UP

("Good idea. You've got too much to do to be lying around in a strange bed.");

LAY BED

("You flop onto the biggest (and hardest) bed!");
("You jump onto the medium-sized bed and sink deep into its fluffy depths.");
("You lie upon the smallest bed, and snuggle down into the pillow.");
("This bed is MUCH too hard!");
("This bed is MUCH too soft!");
("Ahhhh! This bed is just right. You've fallen asleep.");
("Oh No! Papa Bear has found you sleeping in Baby Bear's bed! You are in for it now!", 2, 2, 37);

OPEN DRAWER

("You open the drawer, and among the clothes, you see a pretty silver thimble.");
("You open the drawer and see some bear-sized clothes.");

EXAMINE BED

("You are in the Bear family's cozy bedroom. You see three beds and a chest of drawers.");
("This is a big, old bed. It must be Papa Bear's.");
("This looks like a nice, soft bed. Maybe it's Mama Bear's.");
("This bed looks just the right size for you.");

LIFT DRAWER

("It is already open.");
("You need to move closer.");

CLOSE DRAWER

"The drawer is already closed.");

("A dresser sits in the corner of the room.");

EXAMINE BELOW BED

("You need to move closer.");
("There is nothing of interest under the bed.");

CAPTURE THIMBLE

("You have already taken it!");
("You need to move closer.");
("You open the drawer, take the thimble, and close the drawer in one fluid movement.");

("You pick up the thimble and carry it with you.");

CAPTURE CLOTHES

("They wouldn't fit you.");

LOOK IN DRAWER

("The drawers are shut.");

("You see a few bear-sized clothes.");

("You see a few bear-sized clothes and a silver thimble.");

("You need to move closer.");

EXAMINE

("You are in the Bear family's cozy bedroom. You see three beds and a chest of drawers.");

EXAMINE BUREAU

("A dresser sits in the corner of the room.");

ORACLE CAVE ENTRANCE

("Not now!");

EXAMINE

("A stream flows by a huge, dark cave.");

EXAMINE FOREST

("It's a nice tree, but totally uninteresting.");

LOOK IN CAVE

("You can see nothing inside but darkness.");

CARVE SPIDER WEB

("You need to be closer.");

EXAMINE CAVE

("There is an opening in the side of the hill which is covered by a huge spider web. Inside, it is as black as pitch.");

("The cave opens ominously into the side of the hill.");

EXAMINE SPIDER WEB

("It's the largest web you've ever seen! You can't help but wonder about the spider which could create such a web.");

("The spider web has been torn apart.");

EXAMINE SPIDER

("You inspect the entrance of the cave, but can see nothing from this distance.");

THROW DAGGER

("You throw the knife at the web. Your aim is true, and the deadly blade speeds toward the web.");

("Your knife passes between the strands and clatters harmlessly inside the dark confines of the

cave.");

"As you touch the sticky web, a giant spider drops down from her lair in the tree above. You attempt to escape, but her sticky web holds you fast!", 14, 2, 37);

("Don't you know? Spiders LOVE flies! Yum. Yum!");

("You swoop close to the spider-web and find the huge spider guarding the entrance. Taking her in your beak, you vow to get rid of her once and for all!", 4, 2, 37);

ORACLE

("You have entered the cave of the Oracle. You are almost afraid to speak.");

("The Oracle remains silent for a long time. Finally, you hear a hollow voice that seems to come from far away, \"I've been waiting for you a long time, Gwydion. I have sorrowful news for you.\",
(\"Years ago, a terrible three-headed dragon invaded Daventry, and keeps the people in a state of terror. This monster requires, once a year, the sacrifice of a young maiden.\", 2, 2, 37);

(\"Sadly, your own sister, Princess Rosella, is the chosen one this year. Time is running out for her, your parents, and Daventry.\", 2, 2, 37);

print.at(\"You, Gwydion,\" the hollow voice continues, \"are the only one who can save them. But, you must hurry! I have something to give you...a small stone of amber. Use it wisely, my friend.\", 2, 2, 37);

("The Oracle grows silent again, and seems to fall into a deep sleep. You attempt to thank the Oracle, but the Oracle does not respond.", 2, 2, 37);

CALL BANDIT

"The Oracle is in a deep state of meditation. You are not heard.");

CAPTURE BANDIT

("You can't get an oracle!");

EXAMINE

("You have entered the cave of the Oracle, whose image shimmers indistinctly above a crystal ball.");

EXAMINE BANDIT

("The Oracle's image is vague and indistinct, and seems to shimmer slightly as he (she, it?) hovers over a large crystal ball. The Oracle gazes intently into it.");

("The Oracle appears to be deep in meditation.");

LOOK IN CHRYSTAL

("The clear, polished ball of crystal rests upon a stone dais. Within it, you see a kaleidoscope of bright colors and flashing lights, occasionally blurred by dark, ominous shadows.");

BREAK BALL

("That is impossible. No mere mortal may touch the mystic ball.");

EXAMINE OUT

("You see the green countryside of Llewddor out the opening of the cave.");

CAPTURE DGGER

("You can't get an oracle!");

SOUTH TO CAVE

EXAMINE BRUSH

("The soft grass soothes your aching feet.");

EXAMINE FOREST

("A beautiful stream ripples through these stately trees.");

EXAMINE HOLE

("There seems to be a cave in a hill to the north, but you are too far away to see it clearly.");

("There is a rushing stream flowing through the forest floor.");

EXAMINE CREEK

("Clear water flows over and around the rocks of the stream. Wet mud lines its banks.");

CAPTURE MUD

("You are already carrying it.");

("There is no mud around here.");

("The thought of carrying around a handful of mud doesn't appeal to you.");

("With the wooden spoon you kneel and scoop a spoonful of wet mud from the stream's bank. You carry it with you.");

CAPTURE LIQUID

("You have no need to carry around the stream water. If you are thirsty then just get a drink.");

DRINK

("Cupping your hands, you bring the refreshing water to your lips and drink deeply. Aaahhhh!!");

("You need to move closer.");

MISTLETOE TREE

EXAMINE TOWN

("You see a small seaside village up the coast to the north. Smoke rises lazily from chimneys and mingles with the ocean air.");

EXAMINE FOREST

"The trees are not as large, being so near the coast.");

EXAMINE MISTLETOE

("One of the trees has a light-green colored plant growing upon it. On closer inspection, you see that it's mistletoe.");

("The mistletoe hangs from the branches of the tree. There are a few dried sprigs mingled with the green mistletoe.");

("You look through the remaining mistletoe, but find none that is dry.");

EMBRACE BELOW MISTLETOE

("You are not close enough.");
("You give yourself a big smack. (Is this fun?)");

CAPTURE MISTLETOE

("You are not close enough.");
("You look through the remaining mistletoe, but find none that is dry.");("You search among the hanging mistletoe until you find a sprig that has dried. You break it off, and carry it with you.");

EXAMINE SHIP

("There is a three-masted ship docked at the pier. By her sturdy lines and broad beam, you guess it to be a merchant vessel, trading goods in the town.");
("Where?");

EXAMINE DOCK

("You see a vessel tied up there now!");
("A pier extends from the village and out into the bay. It is built of heavy timbers to withstand winter storms.");

EXAMINE BAY

("You look out over the vast, blue-gray ocean. You wonder what lands and people reside across it. If only you could know!");

EXAMINE

"You are standing atop a bluff overlooking the ocean, and see a village to the north. The trees here are stunted and twisted by strong ocean winds.");

EXAMINE SKY

("You see seagulls flying overhead.");

EXAMINE DECK

("The soft grass of the forest has been replaced by the coarse grass of the seashore.");

JUMP DOWN BUFF

("You are not close enough.");

CLIMB TREE

("There is no need to climb this tree.");

BEACH WITH VIEW 16

EXAMINE DOCK

("There is a ship docked at the pier.");

EXAMINE TOWN

("A charming village sits atop a bluff overlooking the ocean.");

EXAMINE BLUFF

("The cliffs are very steep.");

EXAMINE DOCK

("A weathered dock leads into the ocean.");

DIVE

The water looks inviting, but be careful if you go out there.";

SANDY BEACH

EXAMINE

("The sandy beach is bordered by grass. A stream cuts through the grass and sand to complete its journey to the sea.");

DRINK / CAPTURE LIQUID

("The water in this inter-tidal zone is very brackish. It's not suitable for much of anything.");

EXAMINE LIQUID

("There is water everywhere around here.");

EXAMINE BRUSH

("The lush foliage of the forest has given way to the hardy plants of the shore. Sawgrass, bracken, and gnarled trees are all that grow here.");

EXAMINE FOREST

("The trees are bent and twisted by years of constant sea breezes.");

EXAMINE BAY

("Your eyes sweep the vast ocean before you. Blue water stretches as far as you can see. Way in the distance it melts with the sky.");

EXAMINE SKY

("You see seagulls flying overhead.");

EXAMINE BIRD

("The birds wheel and glide overhead.");

EXAMINE

"The sandy beach stretches north and south below steep, grassy cliffs.");

DIVE

"The water looks inviting, but be careful if you go out there.");

DRINK LIQUID

("Drinking salt water will only make you sick.");

GET LIQUID

("Your cup is already full of water.");

("You need to move closer.");

("You need a cup for the water.");

("You fill your cup with ocean water.");

SEASIDE TOWN

("Ouch!");

}

EXAMINE DECK

("The soft grass of the forest has been replaced by the coarse grass of the seashore.");

EXAMINE

("You have entered a quaint, seaside town. Smoke curls lazily from the houses and shops overlooking the ocean. A pier stretches out into the bay. Near the pier, you notice

EXAMINE SHOP

("The store is on the south side of the pier.");

EXAMINE FOREST

("The trees are not as large, being so near the coast.");

EXAMINE BAR

("The tavern is on the north side of the pier.");

EXAMINE DOOR

("It's just a door; it opens and closes.");

EXAMINE DOCK

("There is a ship tied to the dock.");

("The pier is made of rough, but sturdy, timbers, and stretches out into the bay.");

EXAMINE BELOW DOCK

("Waves lap gently against the pilings. But, there is nothing else interesting down there.");

EXAMINE ANCHOR

("The old, rusted anchor is much too heavy to move.");

LOOK IN GLASS

("You peer into the window, but cannot make out any details of the dim interior.");

("Wouldn't it help to be near a window?");

LIFT GLASS

"If you want to enter, why not try the door?");

BANG DOOR

("You don't have to knock, just open the door and go in.");

LIFT DOOR

("You are not close enough.");

("The door is already open.");

"The pier is made of rough, but sturdy, timbers, and stretches out into the bay.";

"The soft grass of the forest has been replaced by the coarse grass of the seashore.";

STORE

("Good day to you, young man," greets the store keeper. "What can I do for you?")

("The storekeeper asks \"Now, what can I do for you?\"");
("I've got some dusting to do,\" the shopkeeper says, turning around. \"Just let me know when you need something.\");
("What else can I get for you?\" asks the amiable storekeeper.");

DOG LAST

("Why, \"Ration\", of course!");

EXAMINE

("The store is full of general merchandise and supplies to meet the needs of the village. A friendly storekeeper bustles busily behind the counter.");

EXAMINE GOODS

("The shelves are filled with all sorts of useful items. There are a few items of particular interest to you: leather pouches, salt, fish oil, and lard.");

EXAMINE BANDIT

("The short, balding storekeeper seems to be an amiable fellow.");

EXAMINE OUT GLASS

("Outside, you see the village and the ocean.");

EXAMINE DECK

("A brown-spotted dog lies on the floor.");

EXAMINE DOOR

("The door is open fully to the sea breezes.");

EXAMINE OVEN

("The woodstove is hard at work heating the little store. It is chilly here, so close to the ocean.");

PAD DOG

("You need to be closer.");
("As you pet him, Kenny licks your hand and thumps his tail in appreciation.");
("A small wad of dog fur collects in your hand, and you tuck it into your pocket for later use.");
("You already have some dog fur.");

CALL DOG

("You speak to the dog in a soothing voice, and his ears perk up. \"Go ahead and pet him,\" says the storekeeper. \"Kenny loves attention.\");

EXAMINE DOG

("The dog lying on the floor is obviously a mutt. The name, \"Kenny\", is embossed on his leather collar.");

HIT DOG

"You must be kidding.");

CAPTURE DOG

"Kenny belongs to the storekeeper.");

CAPTURE BANDIT

("He won't let you!");

KILL DOG-BANDIT

("You're not that cruel!");

CAPTURE ANYWORD

("This is a business, not a charity. You have to buy the things you want.");

JUMP

("How high? Are you a rabbit?");

JUMP COUNTER

("Don't jump the counter. The storekeeper would get mad.");

ROB ANYWORD

("That is not a smart idea. The storekeeper is keeping an eye on you!");

BUY

("The storekeeper asks \"Now, what can I do for you?\"");

BUY ANYWORD

("You need to move closer to the counter.");

("You don't have any money.");

("You already bought it. You don't need any more.");

BUY FOOD/ALE

"\"Try the tavern across the street,\" the friendly storekeeper says.");

BUY GOODS

"\"The store is full of supplies,\" the balding shopkeeper tells you. \"What would you like?\"");

BUY ANYWORD

("You have no use for %w2.");

m20 = "That will be one gold coin.";

"Smiling, the storekeeper says, \"You will be very happy with this %w2, %m20\"";

"\"A fine choice indeed, young man,\" the storekeeper says, smiling. \"%m20\"";

"\"You have purchased the finest %w2 in the land,\" the friendly storekeeper informs you. \"%m20\"";

"With a smile the storekeeper says, \"I guarantee you will be happy with this %w2, young sir. %m20\"";

"\"A wise purchase sir,\" the balding storekeeper states. \"You will find no better %w2 in the land. %m20\"";

You speak to the storekeeper. He answers, \"Feel free to browse, sir. If you want to buy something, let me know.\"";

"\"The weather is unsettled. We may have a storm soon,\" the storekeeper comments.";

"The clerk responds, \"The day's turned a bit nippy, eh?\"";

"\"How do you do, sir. Hope the day is treating you well,\" the shopkeeper says with a smile.";

"\Wasn't it a shame about the wreck of the Lisa May?" the storekeeper responds."
"The storekeeper looks you over, \Looks like you could use some new clothes, sonny.\";

TAVERN

("One of the rowdy seamen yells to the barmaid, \Wench! Come o'er here with more rum!\");
("One of the surly-looking characters yells to the barmaid, \Wench! Come o'er here with more ale!\");

("You overhear snatches of the two bandits' conversation, \...squirmed jist like a pig. An' that rope ya rigged inside o' that big oak tree works great! Now nobody'll 'ere find ar' hideout. Why, I'll bet even that wizard...\");

SIT DOWN

("You don't have time to be sitting around in taverns.");
("Your presence would not be appreciated.");

EXAMINE

(v36);

EXAMINE BARREL

("Kegs of ale line the wall.");

EXAMINE COUNTER

("A table, devoid of customers, rests against the wall.");
v(v36);

EXAMINE BANDIT

V36

EXAMINE BARMAID

("The buxom barmaid has an air of hardened determination. You get the feeling that she doesn't take any guff from anybody.");

EXAMINE OUT GLASS

("You see the buildings of the village, and the ocean beyond.");

LIFT GLASS

("The window does not open.");

CAPTURE BANDIT

("Surely, you jest!");

EXAMINE OVEN

("It is a little pot-bellied woodstove.");

EXAMINE BAR

"The bar is a rough-hewn slab of oak.");

EXAMINE SWORD

("A tattered, faded tapestry hangs next to a pair of rusty swords.");

CAPTURE SWORD

("The decorations are firmly attached to the wall, and will not come off.");

EXAMINE BELOW DRAPERY

("You lift a corner of the tapestry, and see the dirty wall behind it.");

CAPTURE ALE

("You need to buy it first.");

EXAMINE BOOKCASE

("Bottles of rum and wine sit atop shelves behind the bar.");

EXAMINE ALE

("Bottles of rum and wine sit atop shelves behind the bar. Kegs of ale line the wall.");

CAPTURE BARMAID

("\"Watch it, fella!\");

CALL BARMAID

("She tosses her head, and replies, \"What'll it be fer ya, sir? A good pull o' ale, or'd ya rather a dram o' rum? My, aren't ye the han'some one!\");

CALL BANDIT

("There is nobody here except the pretty barmaid.");

BUY DRINKS BANDIT

("There is nobody here except you and the barmaid.");

("The barmaid retorts, \"Go on, ya deadbeat. Drinks cost money, ya know!\");

\"Right ya go, sir.\" says the pretty barmaid. \"This round's on you!\" \"It'll be one gold coin.\");

BUY ALE

\"I'll be right with ya sir,\" the barmaid says, winking.");

("The barmaid hands you a glass, and the potent liquid burns as it slides down your parched throat. It hits bottom, and you suddenly feel a bit woozy.");

("That one tasted even better than the last. Just one more sounds like a good idea.");

("You are too far away.");

CALL BARMAID

("\"What can I do fer ya sir? Can I get ya somethin'? I can't spend much time with ya, 'cause I gotta handle these seafarin' scoundrels that come inta town t'day.\");

CALL

("Talk to whom?");

CALL BANDIT

("The sailors just ignore you.");

FEED COIN PURSE

"The sailors just ignore you.");

\"Aye lad, I sees ya do have a wee bit 'o gold. It's less'n me reg'lar fare, but I'll gives ya passage

anyways. We'll be waitin' fer ya at the wharf, but not fer long.\" The captain and his men down their rum in one long draught, then leave the tavern.");
("\Ya little cheat! Ya've got not a farthing! Ya was tryin' t' weasel aboard me ship!! Go on with ya, git outta me sight!\");

CALL BARMAID

t("%m36 Without taking her eyes off the two men, she says, \"I'll be happy to take yer order, but be quick 'bout it 'cause those two are keepin' me hoppin'.\");

CALL BANDIT

("One of the ugly rogues scowls at you as he says, \"Beat it, kid!\");
("The bandits are pointedly ignoring you. Don't press your luck.");

EXAMINE BANDIT

("The two scroungy thieves are dirty and unkempt, and their clothes are smelly. Cruelty darkens their faces. These look like good people to avoid.");
The sailors peer at you through bleary eyes, and continue swilling their rum. One, who looks like the captain, pauses, and drunkenly slurs, \"Aye, me bucko, be ya wantin' passage on me ship? Whatcha runnin' from? Aw, s'no matter, 's long as ya got gold. Lets me see how much ya got!\");
The drunken sea captain looks angry as he asks again, \" Don't ignore me laddie! I asked ya how much gold ya got fer passage on me ship?\");
"\Too late bucko,\" the sea captain slurs. \"I ain' in'ersted in ya no more. Go pester some'un else.\");

\"Keep yer shirts on, ya ornery buzzards,\" the barmaid yells. \"I'll be there quick enough!\");
"You signal the barmaid, \"I'd like to buy these two gentlemen a round.\");
"%m39 When she brings the drinks, you discover that you only have one coin. With a look of scorn, she takes your last coin and leaves one drink for the two oafs to fight over.";
"%m39 If ya says so, sir,\" she replies. \"That'll be two gold, if ya please.\" The bandits down the drinks with nary a thank you.";

DOCK

("With a sinking feeling, you notice that the large ship is no longer tied to the pier. It looks like you missed the boat!");

EXAMINE BOAT

"A large ship is tied to the dock.");
("What ship?");

JUMP ON BOAT

("There does not seem to be any way to do that.");
("What ship?");

EXAMINE TOWN

("A charming village sits atop a bluff overlooking the ocean.");

EXAMINE DOCK

("A weathered dock leads into the ocean.");
"A large ship is tied to the dock.";

PIRATE BOAT

("With a sinking feeling, you notice that the large ship is no longer tied to the pier. It looks like you missed the boat!");

("You'd bet'er get aboard boy, or we'll sail without ya.");

("You hear one of the sailors shout down to you, "Get yer self aboard, laddie. We be sailin' on th' tide, wi' or wi'out ye.");

("From the deck of the ship you hear, "Are ye deaf, or just daft, boyo? I said come aboard a'fore we leave ye here.");

("As the gangplank is drawn in you hear the Captain shout to his men, "Take 'is things an put 'im in the 'old until I figures out what ta do with 'im.");

("You have a sneaking suspicion that you have made a big mistake. These are pirates!");

("That's it!" he shouts. "I warned ya to quit hangin' aroun'");

("The old seaman draws his sharp cutlass, runs you clean through, and you drop to the dock... dead.", 2, 2, 37);

EXAMINE SHIP

("A large ship is tied to the dock.");

("What ship?");

BOARD SHIP

("Sounds like a good idea. Just walk across the gang plank.");

("There is no way to do that.");

EXAMINE TOWN

("A charming village sits atop a bluff overlooking the ocean.");

CALL BANDIT

("Nobody can hear you!");

("Climb aboard, laddie! We won't be awaiting all day for ye.");

("You politely speak to the old sailor on the dock. In response, he growls, "Quit yer yammerin', boy. I ain't got no time fer ya. I gotta keep trespassers away from this here jolly-boat. Scram!");

("Insistently, you speak to the old salt again. He seems displeased as he snarls, "I'm warnin' ya, boy. I gots a tricky sword hand. Better go away afore I cain't stop meself!");

("That's it!" he shouts. "I warned ya to quit hangin' aroun'");

("You had better stop talking, and run for your life.");

"There is nobody here but you.");

EXAMINE BANDIT

("The life of a seaman has definitely taken its toll on this grizzled old sea dog. His skin is brown and cracked from years in the salty air, his voice rasps from too many smokes and too much rum, and he stoops from countless swabbings of countless decks. His clothes are none too clean, either.");

("The Captain and his crew are waiting for you to come aboard.");

("There is nobody here but you.");

EXAMINE DOCK

"A weathered dock leads into the ocean.");

CAPTURE BANDIT

("You're no match for him.");

("Surely, you jest?");

("Ya better skedaddle, sonny!");

STARTING SHIP SECTION

"Nothing like a little salt air to perk up a boy's spirits. All things being equal, you might have enjoyed this ocean voyage...";

"...however, you have found your accommodations to be slightly less than satisfactory.";

SHIP MAST

("Whoops! You've unsuccessfully defied the law of gravity.");

("A burly pirate has noticed you from inside the crow's nest! Before you can react, he yells, "Yer dead meat, Bucko!" and slashes at you with his sword. He misses, but you lose your balance. Down you tumble... to your untimely death.");

EXAMINE SHIP

("Looking down from this height makes you dizzy and you almost fall. Holding tight, you look up and notice a crow's nest at the top of the mast.");

EXAMINE DESERT

("You scan the horizon. You see land to the east.");

("The ocean seems to be endless. In every direction, you see nothing but deep, blue water.");

("The ship has anchored just offshore of a small beach. Further north, in the distance, looms a mountain range.");

EXAMINE BEACH

("The ship has anchored just offshore of a small beach. Further north, in the distance, looms a mountain range.");

EXAMINE MAST

("The ship's mast dominates your view. Though sturdy, the pitching of the vessel causes it to sway to and fro.");

EXAMINE BANNER

("An ominous jolly-roger blows in the breeze.");

EXAMINE CROW'S NEST

("You hear loud snoring coming from inside the crow's nest. The keen-eyed lookout has fallen asleep on the job.");

("A crow's nest perches atop the mast you are climbing. Curiously, you gaze up at it. But, from this vantage point, you cannot see into it.");

EXAMINE BANDIT

("At the moment, you can see no pirates.");

EXAMINE LADDER

("The rope ladder looks flimsy. A careless step might be fatal!");

EXAMINE SKY

("The sky is cloudless. Some shore birds can be seen far to the east.");

("The sky is cloudless. Some shore birds are wheeling overhead.");

GALLEY

("\"What d'ya think yer up ta, boy!?\");

EXAMINE

"This is the galley of the pirate ship. A large iron stove dominates one wall. Pots, pans, and barrels surround it. There is a long dining table at the other end of the room.");

EXAMINE BANDIT

("Get out of here before the ship's cook cuts you up!");

("The ship's cook is fast asleep in the evening meal. His snores are so loud they seem to rattle the walls.");

EXAMINE OVEN

("It's just an old wood stove used for cooking. Nothing special about it.");

EXAMINE CHAMBER POT

("The pots and pans are used for cooking the pirate's meals.");

EXAMINE BARREL

("The barrel seems to be full of rum, but you have better things to do at the moment than drink.");

EXAMINE COUNTER

("The wooden dining table is not too clean. The remains of many meals are lodged between the oaken planks. Its top is deeply gouged and stained.");

EXAMINE BELOW COUNTER

("It's obvious the pirate's eating habits are less than desirable. You see nothing but crumbs and stains under the table.");

GET IN COUNTER

("You have better things to do than sit around.");

EXAMINE DOOR

("The sight of the rolling swells make you a little queasy. To your relief, you see no pirates coming.");

UPPER DECK

EXAMINE

("This is the upper deck of the pirate ship. A ladder leads to the lower deck.");

EXAMINE MAST

("The solid mast is swaying slightly. A rope ladder leads up into the rigging.");

EXAMINE LADDER

("The rope ladder looks flimsy. A careless step might be fatal!");

EXAMINE CARRY

("The hatchway leads below decks. The bright sun affords little illumination of what may lie below.");

LOOK IN DOOR

("The doorways at the stern give way to darkness.");

DIVE BAY

("The railing is too high for you to get over.");

EXAMINE SKY

("The sky is a deep, cloudless blue. You see sea birds high above you.");

t("Shore birds can be seen in the cloudless sky.");

EXAMINE DESERT / LIQUID / BAY

("You scan the horizon. You see land to the east.");

("The ocean seems to be endless. In every direction, you see nothing but deep, blue water.");

("The ship has anchored just offshore of a small beach. Further north, in the distance, looms a mountain range.");

EXAMINE BANDITS

("At the moment, you see no pirates.");

LOWER DECK

("The pirate is so terrified by your display of magic that he cannot move!");

("The nasty pirate growls, \"I gotcha, boy!\");

EXAMINE

("The lower deck has no railing.");

EXAMINE MAST

("The forward mast is slightly shorter than the others.");

EXAMINE LADDER

("The wooden ladder leads to the upper deck at the stern of the vessel.");

EXAMINE CARRY

("The hold is open to the elements.");

EXAMINE DESERT / BAY / LIQUID / SKY

("The sky is a deep, clear blue. You see birds high above you. The ocean seems to go on forever.");

("The sky is a deep, clear blue. Sea gulls wing nearby. To the east you see what might be land.");

("The sky is a deep, clear blue. Sea gulls wing nearby. The ship is anchored in a small bay. Further north, a mountain range looms.");

EXAMINE BANDIT

("This pirate is fast asleep. If people look more innocent when asleep, it certainly wasn't true with this one!");

("You'd better run!! That uncouth character is after you!");

("You don't see any pirates at the moment.");

DIVE BAY

("Just walk off the side. I hope you know how to swim!");

AFT

("Now you've gone and done it!");

("As you sink beneath the waves you hear the crew rooting for the shark!");

EXAMINE

("You are standing at the aft end of the ship.");

EXAMINE SKY

("The sky is cloudless. Some sea birds can be seen in the far distance.");

("The sky is cloudless. Some shore birds are wheeling overhead. It appears that the ship is near land!");

EXAMINE BAY

("The deep, blue ocean stretches out to the horizon. There is no land in sight.");

The ocean is calm and untroubled. Sea gulls wing nearby. To the east you see what might be land.");

("The ocean is calm and untroubled. Sea gulls wing nearby. The ship is anchored in a small bay. Further north, a mountain range looms.");

DIVE BAY

("You endeavor to climb over the railing, but change your mind as you feel it might be unsafe!");

CAPTAIN'S QUARTERS

("The Captain doesn't want you snooping in his quarters. You're in trouble now!");

("\"Yer more trouble than yer worth!\" the Captain thunders. \"'Tis the plank fer ya now!\");

("\"I'll not tolerate ya snoopin' around me quarters!\" the Captain thunders. \"If I ketch ya in here again ya'll walk the plank!\");

EXAMINE

("This must be the Captain's cabin. He seems to be a bit more tidy than his mates, as the room is clean and orderly. Against one wall rests his bunk with a large chest at its foot. Across the room is his desk with a chart tacked to the wall.");

("You look curiously around. Out a porthole you see the swell of the ocean. A device for turning the ship's rudder sets in the floor. A rope ladder extends up through an opening in the ceiling.");

LOOK IN CARRY

("You peer into the dark opening. It's impossible to make out any details.");

("You can't see that very well from here.");

EXAMINE BELOW BED

("You see nothing you haven't seen before.");

EXAMINE BED

("The captain is snoring peacefully in his bunk.");
("The Captain's bunk has been very neatly made. You look it over carefully, but find nothing of interest.");
("You can't see that very well from here.");

EXAMINE BANDIT

("The captain is snoring peacefully in his bunk.");
("You can't see anything from here.");

EXAMINE LADDER

("The rope ladder is still there.");
("You can't see that very well from here.");

EXAMINE HOLE

("You see the rise and fall of the ocean as you gaze out the porthole.");
("You can't see that very well from here.");

EXAMINE CHEST

("You can't see that very well from here.");
("The chest at the foot of the Captain's bunk is closed.");
("The open chest bears closer examination.");
("You've found all of your missing possessions! You take them with you.");
("You look in the chest and find nothing.");

EXAMINE COUNTER

("You gaze with interest at the Captain's desk. The desk top is very neat, holding only writing implements. Curiously, you open a drawer or two. There is nothing of interest among the charts and logbooks. Quickly, you close them again.");
("You can't see that very well from here.");

EXAMINE CHART

("You stare at the chart tacked to the wall. It traces the route the ship is now sailing. It leaves Llewddor, crossing a wide ocean, and arriving at the foot of a mountain range. An 'X' has been marked at the arrival point.");
("You can't see that very well from here.");

LIFT CHEST

("The chest is already open.");
("How do you propose to do that from where you're standing?");

CLOSE CHEST

("The chest is already closed.");
("How do you propose to do that from where you're standing?");

LAY ON BED

("You really have better things to do than lie around. It would be wise to get out of there.");
("How do you propose to do that from where you're standing?");

GET IN BENCH

("You really have better things to do than sit around. It would be wise to get out of there.");

("How do you propose to do that from where you're standing?");

LOOK IN DOOR

("Through one doorway, you see the rope ladder snaking its way down into the cargo hold. Out the other, you see nothing but the endless ocean.");

("You can't see that very well from here.");

LOOK OUT GLASS

("You look out the window and see the bright, blue ocean.");

"You can't see that very well from here.");

LIFEBOAT HOLD

("Oh no! One of the crew has spotted you! You'd better run.");

("Your magical transformation has frozen the pirate in his tracks.");

("The pirate growls, \"What ar' ya doin' snoopin' around me digs, laddie. I gotcha' now, boy!\");

EXAMINE PIRATE

("A pirate is fast asleep in his bunk.");

("You can't see it from here.");

("You'd better leave before the pirate catches you.");

("You don't see anyone else in the area.");

EXAMINE

("This is where your average pirate sleeps. Actually, these bunks don't look much more comfortable than your own miserable cot used to be and the space is just as cramped.");

("You have found yourself below the lower deck. They keep the ship's lifeboat stored here. There are open doorways at either end of the compartment.");

("There is a shovel lying by the lifeboat.");

EXAMINE BELOW

("You can't see it from here.");

("You scrutinize the boat inside and out, but find it to be empty and uninteresting.");

("There is a shovel lying by the lifeboat.");

LOOK IN DOOR

("You stare out the open doorway and see the wooden lifeboat.");

("You peer through the doorway and see rows of bunks. It must be the crew's quarters.");

LOOK IN BED

("Rows of hard bunks line the walls of the crew's quarters. They don't look very inviting to lie upon. You can't imagine the pirates would get a good night's sleep down here in the cramped bow of the ship.");

("You can't see it from here.");

LAY ON BED

"The beds look incredibly hard and uncomfortable. No, thank you.");

("You can't see it from here.");

LEFT CARGO HOLD

("Adding insult to injury, all of your belongings have been taken from you again!");

EXAMINE

("You are in the dank cargo hold of the pirate ship. With caution, you look around the dim surroundings. Mostly, you see stacks of wooden crates. Looking upward, you notice a rope ladder dangling partway through an opening in the hold ceiling. The ladder is directly over the largest crate.");

EXAMINE HOLE

("You see the opening for the cargo hold high above you. A thin rope ladder hangs halfway down.");

CLIMB OUT CARRY

("Good idea! How?");

LOOK UP LADDER

("The ladder is just out of reach.");

("The ladder is sagging under your weight.");

("The ladder is far above you.");

("As your sleep spell takes effect, a silence suddenly descends over the ship.");

("\"Wait a second...\"");

("\"Who's steering the ship?\" you ask.");

("Unfortunately, there is no reply.");

("With no one to steer the ship, you are doomed to drift at sea forever.");

EXAMINE BIN

("%m6 There is also a smaller crate here.")

("You notice many crates and boxes in the cargo hold. One, in particular, captures your attention, for it lies directly under the dangling rope ladder!");

("%m8 There is also a smaller crate here.");

("Large wooden crates are stacked along one wall of the hold.");

LIFT UP BIN

("The crates are sealed tightly. You can't open them no matter what you do.");

CAPTURE UP BIN

("You can't do that... at least not now!");

("All of the large crates are too heavy to move.");

- "You're not close enough.");

ADD BIN DOWN

("You're not carrying a box, are you?");

LOOK IN BIN

("All of the crates are nailed shut. You have no means of opening them.");

CLIMB ON BIN

("Why don't you try jumping.");

JUMP

("You can't jump while you are carrying a crate around.");

("Now is not the time to be jumping.");

"You notice many crates and boxes in the cargo hold. One, in particular, captures your attention, for it lies directly under the dangling rope ladder!";

RIGHT CARGO HOLD

EXAMINE

("You look warily around the dark, dank cargo hold. There seems to be nothing but stacks of wooden crates piled around.");

EXAMINE CEILING

("You see an open grating far above you. Too bad you can't reach it.");

EXAMINE MICE

("A couple of little gray mice scurry to and fro on the floor of the hold.");

("What mice?");

HEAR MICE

("Shhhh. If you're quiet, maybe you can hear them.");

CALL MICE

("The little mice totally ignore your attempted conversation.");

("What mice?");

GET MICE

("The mice move much too quickly for you to ever catch.");

("What mice?");

KILL MICE

("How cruel!! You wouldn't want to do that!");

("What mice?");

BOARD CARRY

("Good idea! How?");

"\Do you know where the pirates are taking us?" one gray mouse asks the other.";

"\I heard them talking about a buried treasure chest," the other mouse answers. "\I think it's buried on a beach, and they're going to dig it up.\";

"\Oh, I remember!" squeaks the first mouse. "\Remember when they first buried the treasure? It was on a small beach, and behind the beach was a high mountain range. I remember hearing one pirate say that nobody has ever crossed those mountains alive.\";

"\You know the pirate's buried treasure?" you hear one of the mice say to the other.";

"\What about it?" asks the second mouse.";

Says the first, "\Well, I just heard the captain talking about it with one of his men. He said it was buried... now let me see if I can remember. Oh, yeah! He said it was buried near a lone palm tree. From the palm, you walk five paces to the east and then start digging.\";

"\Too bad we can't do anything about it," muses the other mouse.";

"\What do you think the pirates will do with the boy they shang-hai'd," a little gray mouse squeaks to a companion.";

"\They'll probably make him a cabin boy," answered the other mouse.";

"\What happened to the last cabin boy they had?\";

"\Didn't you hear? They fed him to the sharks just for sport.\";
"You listen as two mice talk to each other. One says, \"I heard the pirates talking about bringing a CAT on board!\";
"\No! Don't scare me like that!\\" exclaimed the other mouse."
"Retorts the first, \"I mean it! They said there's getting to be too many mice on this ship. We need to call a \"mouse counsel\" and decide what to do about this situation!\";
"\It's getting so musty and damp down here, don't you think?\" you hear one gray mouse ask the other."
"\That's water seeping through the hull,\" explains the second mouse. \"But, I agree with you, it is getting uncomfortable. Why, I have a hard time keeping mildew off my nest!\";
"\Yes, but it is safer down here,\" returns the first. \"I guess we gotta take the bad with the good.\";

("You hear one of the pirates shout, \"Land ho, Captain!\");
("You hear the first mate shout, \"Drop anchor, an' prepare ta go ashore!\");
("You hear the sounds of the ship setting sail. With a grim sense of foreboding, you realize that you are doomed to the life of a cabin boy.");

SEA

("The jar of storm brew slips from your fingers as you try to open it. In dismay, you watch it sink out of sight. It is gone forever.");

(if you try to cross the ocean as a fly)
("\My, that was a tasty little bug.\", 2, 2, 37);

EXAMINE

("%m1 You notice a couple of colorful fish swimming nearby.");
("You see nothing but ocean in every direction.");

EXAMINE FISH

("This ocean is full of colorful fish.");

CATCH FISH

("They are too difficult to catch.");

CALL FISH

("They don't understand you.");

HEAR FISH

("Shhhh. If you're quiet, maybe you can hear them.");
"\See that boy swimming here?\" one colorful fish says to a friend. \"He's really from the Kingdom of Daventry. \"Do you think he's trying to swim back there?\"";
"States the second fish, \"No, that's impossible. Daventry's too far! It's way across this ocean, and once there, he'd still have to climb a huge mountain range. He'd never make it this way.\";
You listen with interest as two fish speak to each other. \"There's that boy from Daventry,\" one states. \"I wonder if he would like to return there?\"";
"\I doubt it,\" responds the second fish. \"I hear Daventry's going through some hard times; even worse than Llewddor. No, he wouldn't want to go there.\";
"\How are your smallfry doing in school?\" one frolicking fish asks another."
"Answers the other, \"Not well, I'm afraid. The school's much too crowded. They don't know if they're coming or going!\";

"That boy ought to swim back to shore," you overhear one fish say to another. "I'm afraid he'll drown way out here.";

"Well, humans are pretty stupid creatures. They're always trying to defy Mother Nature," the second fish declares. "There's nothing you can do about it, anyway.";

DIVE BELOW LIQUID

("You dip your head under the water, but see nothing. It's too deep, anyway.");

EXAMINE SKY

("The sky is a clear, cloudless blue.");

("Your arms are getting very tired. You had better turn around and head for shore.");

("You have reached the limits of your strength. You panic and start to struggle hopelessly.");

("Gosh! You barely made a mouthful for that hungry shark!");

EXAMINE BIRD

("The gulls soar gracefully on the sea breezes.");

CAPTURE BIRD

"The gulls are too wary of humans for them to be easily caught.");

BACKFIRED STORM

"Dark storm clouds gather until you are completely enveloped. You hear the loud reports of thunderclaps, and lightning flashes frighteningly close.";

"It seems that your storm has backfired.";

DAVENTRY BEACH

EXAMINE SHARK

("A prowling shark waits offshore.");

CAPTURE SHARK

("You've got to be kidding?!");

KILL SHARK

("You have no way of killing a shark.");

CALL SHARK

("He doesn't understand you.");

EXAMINE SHIP

("The pirate ship is anchored just offshore. You'd best be on your way.");

("The pirate's ship is nowhere in sight!");

EXAMINE

("You are on a small beach to the south of a looming mountain range.");

EXAMINE DECK

("Yep. It's sandy here.");

EXAMINE FOREST

("You see no trees.");

EXAMINE BLUFF

("To the north, a mountain range beckons.");

PALM BEACH

EXAMINE SHARK

("A prowling shark waits offshore.");

CAPTUE SHARK

("You've got to be kidding.");

KILL SHARK

("You have no way of killing a shark.");

CALL SHARK

("He can't understand you.");

CAPTURE BANDIT

("You're no match for him!");

EXAMINE BANDIT

("A nasty pirate is here!");

CALL BANDIT

("\"Arrr! I'm gonna git ya laddie!\");

CLIMB FOREST

("You have better things to do than to try to climb this tree.");

EXAMINE BEACH

("You are on a small beach to the south of a looming mountain range.");

EXAMINE BUFF

("To the north, a mountain range beckons.");

EXAMINE FOREST

("A lone palm tree graces this beach.");

EXAMINE DECK

("Yep. It's sandy here.");

("Not again! One of the nasty pirates is here on the beach, and he would like to capture you. You'd better run!");

("How could you! You let yourself get caught again! Well, it's curtains for you this time.");

("Gosh! You barely made a mouthful for that hungry shark!");

USE SHOVEL

("Now is not the time to think about digging a hole!");

("You dig in the sand with your bare hands, but to no avail.");

("You're too close to the ocean to dig. The hole would fill in too quickly.");

("Now is not the time to think about digging a hole!");

("You have uncovered a small chest. You remove it from the hole and open it. Inside you find precious gems and ingots of gold and silver. You close the chest and take it and its contents with you.", 2, 2, 37);

("You dig and dig, but unfortunately... find nothing.", 2, 2, 37);

MOUNTAIN CLIFF

EXAMINE

("You are at the foot of a high, snowy mountain range. A cliff looms before you with a tricky path winding its way up the steep face.");

EXAMINE PATH

("The narrow path winding up the steep cliff looks precarious and confusing. \"Must I climb this?\" you wonder.");

EXAMINE BRUSH

("The shrubbery is scant here, growing only between boulders.");

EXAMINE DECK

("The ground is strewn with large boulders.");

EXAMINE SKY

("You look upward and see the mountain range looming toward the beautiful blue sky.");

CLIMB FOREST

("There are no climbable trees here.");

DIG

("Not here.");

PATHWAY TO MOUNTAIN

EXAMINE

("You are at the foot of a high, snowy mountain range. A cliff looms before you with a tricky path winding its way up the steep face.");

EXAMINE PATH

("There is a narrow path winding up the steep cliff.");

EXAMINE BRUSH

("The shrubbery is scant here.");

EXAMINE DECK

("The ground is strewn with large boulders.");

EXAMINE SKY

("You look upward and see the mountain range looming toward the beautiful blue sky.");

CLIMB FOREST

("There are no climbable trees here.");

DIG

("Not here.");

MORE MOUNTAIN PATH

EXAMINE

("The snow-capped mountains advance forever upward. A narrow path skims along the top of a precipitous ridge. As you look down, you see the steep cliff below you.");

EXAMINE PATH

("The thin path runs along the top of a steep ridge. You must be very careful as one wrong step will mean death!");

EXAMINE BRUSH

("A forest begins, with tall evergreen trees and low bushes.");

EXAMINE DECK

("The ground goes... way up, or way down. Better be careful.");

EXAMINE SKY

("You look upward and see the mountain range looming toward the beautiful blue sky.");

CLIMB FOREST

("There are no climbable trees here.");

CAPTURE FLOWER

("There are few flowers among the tall evergreens.");

FURTHER INTO THE MOUNTAINS

EXAMINE

("The mountains continue to march forever upward, as you trek higher and higher. It's getting cold, and there are traces of snow. Below you stretches a beautiful valley.");

EXAMINE CANYON

("Beautiful, isn't it? Too bad there is absolutely no way to get there.");

EXAMINE PATH

("Here, the path is narrower, it seems, than before. It travels precariously along the side of a steep mountainside. Looking down, you almost lose your balance. Watch out!");

EXAMINE BRUSH

("A forest surrounds you, with tall evergreen trees and low bushes.");

EXAMINE DECK

("The ground goes... way up, or way down. Better be careful.");

EXAMINE SKY

"You look upward and see the mountain range looming toward the beautiful blue sky.");

CLIMB FOREST

("There are no climbable trees here.");

CAPTURE FLOWER

("There are few flowers here.");

EXAMINE CREEK

("Melting snow creates a myriad of tiny rainbows as it bubbles through the rocks, forming tiny waterfalls on its way back to the sea.");

EXAMINE SNOW

("Patches of white snow begin to appear. The air is definitely getting colder, and you begin to shiver.");

DRINK LIQUID

("Ahhh. It tastes like Sierra water!");

("Your arms are not that long.");

IN THE SNOWY MOUNTAINS

EXAMINE BLUFF

("You've reached the heights of the mountain range and snow and ice surround you. You still see no end to the mountains. It's bitterly cold, and you shiver in your thin rags. A path, through the snow, leads onward.");

EXAMINE PATH

("A path has been forged through the heavy snow. You wonder who made the path as you see no sign of life.");

EXAMINE BRUSH

("Plants and trees are scarce in the snowy reaches of these mountains.");

EXAMINE DECK

("The ground is completely covered with cold, white snow.");

EXAMINE SKY

("The deep-blue sky contrasts sharply with the brilliant white mountain peaks. You must admit, even while shivering, it is a beautiful sight.");

CLIMB FOREST

("There are no trees here.");

EXAMINE SNOW

("White snow blankets everything here in the upper reaches of the great mountains. It's beautiful, but it is VERY cold.");

PLAY IN SNOW

("Wheee!");

EXAMINE CREEK

("The runoff from melting snows feeds a tiny stream cascading down through the jumble of stones.");

DRINK LIQUID

("Ahhh. It tastes like Sierra water!");

("Your arms are not that long.");

YETI CAVE EXTERIOR

EXAMINE

("You have reached the summit, but still the snowy mountains continue relentlessly forward. What is this? A cave with a snowy path leading to it! Hmmmmm. What could it all mean?");

EXAMINE PATH

("A narrow path forges its way through the snowdrifts, and another leads into a large cave! Nervously, you look around.");

EXAMINE CAVE

("The snowy cave is very large with thick icicles hanging from its entrance. It's very dark inside.");

EXAMINE BRUSH

("Plants and trees are scarce in the snowy reaches of these mountains.");

EXAMINE DECK

("The ground is completely covered with cold, white snow.");

EXAMINE SKY

("The deep-blue sky contrasts sharply with the brilliant white mountain peaks. You must admit, even while shivering, it is a beautiful sight.");

EXAMINE SNOW

("White snow blankets everything here in the upper reaches of the great mountains. It's beautiful, but it is VERY cold.");

PLAY SNOW

("Wheee!");

YETI CAVE INTERIOR

EXAMINE

("This cave is disgusting! It reeks of rotting flesh. Half-chewed bones of numerous creatures are scattered everywhere. Your skin creeps as you look at the sight before you. This is definitely not a

good place to be!");

EXAMINE BONE

("You have absolutely no interest in these horrible bones! Your only interest is in getting OUT OF THERE!");

EXAMINE OUT

("The cold snow sparkles on the mountaintop as you glance out of the cave. It would be better to be OUT there than IN here.");

t("You can't do that now.");

("The mountain air is too thin to support insect flight.");

"Horrors! You have just entered the awful cave of the Abominable Snowman, and to your extreme bad luck he happens to be home!");

EXAMINE DRAGON

("The hairy creature is huge and monstrous!! It advances toward you menacingly. Don't just stand there, RUN!!!");

CALL DRAGON

("You attempt to speak to the hairy monster, but are cut off by a ferocious ROOAAARRRRR!!!");

CAPTURE DRAGON

("Now THAT'S the most ridiculous thing I've EVER hoid!!!");

KILL DRAGON

("Get serious!!");

EMBRACE DRAGON

("Sure. Right. Uh huh.");

("What is this thing? OH, NO! It's the abominable snowman!!!");

("The terrible, hairy creature grabs you with bone-crushing force! You resist, but it is no use.");

("The despicable creature grabs you roughly around the neck and... and... it's too horrible to describe! Suffice it to say, you are quite dead.");

("He carries you away to his cave, where you meet an early (and unspeakable) demise.");

("The abominable snowman seems quite confused by this! He stares in amazement, then heads back to his cave.");

RANGE TOP

EXAMINE

("You have made the very top of the snowy mountain range. The snow path ends here at a cliff. Far in the distance, you can see a vast green valley. \"Could it be Daventry?\" you wonder. Your excitement mounts.");

EXAMINE PATH

("The snow path leads to the edge of a very steep precipice. You look about, but see that there is no place to go but straight down.");

EXAMINE BRUSH

("Plants and trees are scarce in the snowy reaches of these mountains.");

EXAMINE DECK

("The ground is completely covered with cold, white snow.");

EXAMINE SKY

("The deep-blue sky contrasts sharply with the brilliant white mountain peaks. You must admit, even while shivering, it is a beautiful sight.");

CLIMB FOREST

("There are no trees here.");

EXAMINE SNOW

("White snow blankets everything here in the upper reaches of the great mountains. It's beautiful, but it is VERY cold.");

PLAY SNOW

("Wheee!");

EXAMINE CANYON

("That must be Daventry!");

("\"But why is Half Dome here?\" you wonder.");

("\"But, of course,\" you think, \"it's a Sierra game!\");

("Bravely, you grasp the ice laden rocks, and attempt to scale the nearly vertical wall. Be careful, Gwydion!");

CAVE MAZE

("You congratulate yourself on successfully eluding the abominable snowman.");

EXAMINE BLUFF

("This is a very steep (and dangerous) cliff! Numerous caves honeycomb its face. You could get lost in the caves, IF you survive the cliff.");

EXAMINE PATH

("A narrow path continues onward.");

EXAMINE BRUSH

("There are no plants on this rocky cliff.");

EXAMINE DECK

("The ground is far below you. Be careful!");

EXAMINE SKY

("The cliff face before you towers into the deep, blue sky.");

CLIMB FOREST

("What trees?");

EXAMINE CAVE

("The caverns in this mountain form a labyrinth of amazing complexity.");

EXAMINE SNOW

("The snow here has formed an icepack so hard it is impossible to gain a handhold.");

PLAY SNOW

("Not now!");

("Boy, are these caves dark!");

RUB STONE

("Removing your hands from the sheer rock wall to rub the magic stone, you quickly assess your chances of surviving a 700-foot fall.");

DIP WINGS

"As you reach for your fly wings, a sharp gust of wind blows them from your grasp.");

DIP FEATHER

("You watch as your feather floats up, up and away on a sudden blast of frigid air.");

("Unable to grasp the ice pack, you quickly assess your chances of surviving a 700-foot fall.");

("Your assessment was correct!");

TREACHEROUS PATH

EXAMINE

("You carefully make your way down the eastern side of these mountains. The path travels along the top of a narrow ridge. Looking back, you see the snowy peaks through which you so recently journeyed. Whew! You wipe your brow as you feel the worst is now behind you.");

EXAMINE PATH

("You are walking along a steep ridgetop on a treacherous path. One wrong step could mean instant death. Be careful!");

EXAMINE BRUSH

("You see numerous evergreen trees and bushes. The forest is very tranquil.");

EXAMINE DECK

("The ground is covered with a crunchy carpet of pine needles.");

EXAMINE SKY

("Looking back, you see snow-capped peaks thrusting their way upward toward an azure sky.");

CLIMB FOREST

("There are no climbable trees here.");

CAPTURE FLOWER

("You see no flowers around here.");

OTHER CAVE EXTERIOR

("You successfully fall for twenty meters before you hit the bottom. You get a 4.1 from the Russian judge.");

("Whoops, you slipped!");

EXAMINE

("You look upward and view the mountain range you so arduously crossed. Well, you made it to Daventry! But, what is this? It looks like a cave leading deep into the mountain. You see evidence that a door once covered this cave entrance. Huge boulders lie scattered about, apparently from tumbling down the mountain.");

EXAMINE CAVE

("You gaze into the cave-like entrance. You see nothing but crumbly stone steps leading upward.");

LOOK IN CANYON

("A deep chasm has split the earth on this side of the mountain. You wonder if an earthquake had once struck Daventry and caused the destruction you see before you. You see nothing of interest across it.");

JUMP ABOVE CANYON

("The chasm is much too wide to jump across, and too treacherous to climb.");

EXAMINE BRUSH

"A once green woodland spreads out before you. Now though, many trees and bushes have been cruelly charred.");

EXAMINE DECK

("The ground is strewn with large boulders. A deep chasm cuts into it.");

EXAMINE SKY

("You see a mysterious cloud cover straight above you in the sky.");

EXAMINE FLOWER

("You see no flowers about.");

EXAMINE STAIR

("The stone steps within the cave entrance look mighty crumbly. Curiously, they lead straight up into the mountain!");

CLIMB FOREST

("There are no climbable trees around.");

FIRST CAVE ROOM

EXAMINE

"This cave is merely the entrance to crumbly stone steps that lead upward into the depths of the mountain. Pebbles and little rocks lie scattered upon the cave floor.");

EXAMINE UP STAIR

("The stone steps go up into the very depths of this mountain. Not only are they crumbly, but they are also very steep!");

EXAMINE DECK

("Little stones and pebbles from the steps have fallen and lie scattered around the cave floor.");

EXAMINE OUT

("You see the charred trees of Daventry outside the cave.");

"Watch out for that first step. It's a dilly.";

SECOND CAVE ROOM

("Damn those steps!");

EXAMINE CAVE

("Crumbled stone steps go upward into the depths of this mountain. To your amazement, you see light coming down from above. Looking down, you see the stairs steeply descending below you.");

EXAMINE STAIR

("The stone steps go up into the very depths of this mountain. Not only are they crumbly, but they are also very steep!");

THIRD CAVE ROOM

("No fair taking short cuts!");

EXAMINE

("Finally, the top of the cave! You notice bright light streaming in from outside the cave. Looking down, you see the crumbly stone steps precariously descending into the bowels of the mountain.");

EXAMINE STAIR

("You gaze nervously down the steep stone steps leading into the pit of the mountain. Swallowing hard, you realize how dangerous they are.");

EXAMINE OUT

("It's very bright outside. You think you see clouds.");

FIRST CLOUDLAND

("You have skillfully detected the boundaries of cloud land. The rest of your quest will go quickly...");
downward!

EXAMINE MAP

("As you unroll the delicate map, it crumbles in the intense heat!");

EXAMINE CLOUD

("Looking around, you see clouds surrounding this small bit of land like a white, cottony sea. Charred stumps of trees spoil the scene.");

EXAMINE BRUSH

("All of the trees and plants in this area have been burnt to stumps by the evil three-headed dragon!");

EXAMINE DECK

("The ground is moist from the constant presence of clouds, but yet the trees are burnt and blackened.");

EXAMINE UP

("The sky is blue and cloudless above this strange cloud land.");

DRAGON SCENE

UNTIE ROSELLA WHILE DRAGON LIVES

("The dragon notices Princess Rosella being untied, and blasts you both with a long, licking tongue of flame.", 14, 2, 37);

("A huge, fire-breathing dragon is here and it has SEEN you! Hypnotized by its baleful glare, you stand frozen in your tracks!! What a way to go; ending up as a dragon's barbeque!", 14, 2, 37);

LOOK MAP

("As you unroll the delicate map, it crumbles in the intense heat!");

CAST THUNDER SPELL

("Bolts of lightning strike the huge dragon. He howls in pain and falls to the ground... dead.");

KILL DRAGON

("And just how do you propose to do that?");

("That would be overkill.");

THROW DAGGER

("You don't have a knife.");

("Do you really think that is necessary?");

("Your little knife would barely nick that big dragon!");

EXAMINE

("The dragon has laid waste to this area. The earth is scorched and all the trees and plants are charred.");

EXAMINE DRAGON

("The dragon's green scaly body is huge! Its three ugly heads blow flame and smoke, while its necks twist and writhe. Ugh!! The sight of it makes you shiver.");

("The dragon lies dead upon the ground. He was no match for the fury of your magical storm!");

CALL DRAGON

("Shhh!!! The dragon will hear you!");

("This dragon is dead.");

EXAMINE FOREST

("All of the trees and plants in this area have been burnt to stumps by the evil three-headed dragon!");

CLIMB FOREST

("There are no climbable trees around.");

EXAMINE SKY

("The sky is blue and cloudless above this strange cloud land.");

EXAMINE DECK

("The ground is moist from the constant presence of clouds, but yet the trees are burnt and blackened.");

("It seems that you have confused being invisible...");

("...with being weightless.");

("While you have regained visibility...");

"...you'll never regain consciousness.")

CLOUDLAND 3

("It feels strangely hot up here.");

LOOK MAP

("As you unroll the delicate map, it crumbles in the intense heat!");

("This mystical cloud land may never cease to amaze you, but...");

("...it has ceased to support you! Enjoy the trip.");

EXAMINE CLOUD

("Looking around, you see clouds surrounding this small bit of land like a white, cottony sea. Charred stumps of trees spoil the scene.");

EXAMINE BRUSH

("All of the trees and plants in this area have been burnt to stumps by the evil three-headed dragon!");

EXAMINE DECK

("The ground is moist from the constant presence of clouds, but yet the trees are burnt and blackened.");

EXAMINE SKY

EXAMINE

"This is a very strange cloud land. There is just a bit of land dotted with charred trees encircled by a sea of white, fluffy clouds. This gives you the odd feeling of floating upon a cottony ocean. A cave

entrance leads into a steep mountainside.");

EXAMINE BLUFF

("The mountain rises steeply from this bizarre cloud land. A cave goes into its depths.");

CLIMB BLUFF

("The mountain is unclimbable as it is much too steep and rocky.");

EXAMINE CAVE

("The cave leads deep into the steep mountainside. Within, crumbly stone steps lead downward to murky depths.");

ROSELLA

("There's home!" your sister cries in delight. "Mum and Dad will be SOOOOOO happy!!");

("This is no time for magic. Take Princess Rosella home.");

LET GO BARMAID

("You are not close enough to her.");

("You rapidly untie Princess Rosella from the wooden pole. She looks bewildered as to who her benefactor may be. "I'm your long-lost brother, Prince Alexander," you proudly exclaim. The girl looks doubtful.");

"I'll explain it all later," you continue, realizing that now is not the time for this. "Just follow me. Let's go meet the folks!" With mixed emotions, the girl agrees to follow you.");

("You've already untied her.");

CALL BARMAID

("She can't hear you. She's too busy screaming!");

("Help me!! Untie me!!" Princess Rosella screams.");

CAPTURE BARMAID("She's already with you.");

("The girl is securely tied to the stake.");

KILL BARMAID

("What manner of monster are you?");

EMBRACE BARMAID

("You plant a brotherly kiss upon Princess Rosella's soft cheek.");

("Not now!");

AIM BARMAID

("WATCH IT, FELLA!!");

("Not now!");

EXAMINE BARMAID

("The girl is securely tied to the stake.");

("Princess Rosella is gorgeous! Why, you'd be interested in her if she weren't your own sister! Her hair is long, silky, and golden. Her eyes are as blue as the bluest sky. Her skin is creamy white. And her BODY... well!! Embarrassed, you clear your throat and avert your eyes.");

"Bashfully, you introduce yourself to your long-lost sister. "How can I be sure you're really my brother?" Princess Rosella wonders. "I know! My mother always said that Alexander had a cute birthmark on his bottom. Let me see if you have it." Embarrassed, you reveal your cute birthmark. "Oh Alexander!" she cries, "You really ARE back! Mum and Dad will be SOOOOO happy!"

"You ask Rosella about your parents. "Mum and Dad were heart-broken when you disappeared as a baby," she explains. "Dad searched EVERYWHERE for you. Obviously, he never found you." Pausing, she looks at you questioningly. "By the way, where HAVE you been?" You explain that you have been living with an evil wizard in the land of Llewddor, and that you turned him into a cat by using magic. "How awful for you!" she exclaims. "Well, I'm so glad you're back!"

"You ask Princess Rosella to tell you about Daventry. She replies, "Hard times hit Daventry right after you were kidnapped. Dad and Mum tried, but it was like they had lost their will." Clenching her fist, Rosella continues. "We were down on our guard, and the terrible dragon came. We all thought it was the end."

"I was scared, you know," your sister answers. "But, I DID want to be brave. I was hoping my sacrifice might somehow help." She brightens a bit. "Maybe, it did. Because of me, YOU came. Now, we're together again, and together we can put Daventry right!"

"You comment upon the spoiled scenery of Daventry. Princess Rosella looks disgusted as she replies, "The dragon did all that. He burnt our countryside, and we were all terrified to even come out of our houses. You don't remember, but it used to be very beautiful."

"You and Princess Rosella engage in idle pleasantries. You discover that your sister is not only beautiful, but very strong-willed and brave. You admire that in a woman."

SCENE WITH WELL

("The treacherous chasm has claimed another victim.");

EXAMINE

("The countryside of Daventry looks as if it had once been beautiful. But now, trees are charred, a chasm splits the earth, and wildflowers no longer grow. Nearby is an old, broken-down well that someone has filled with rocks. It's useless now.");

EXAMINE BRUSH

("Some plants and trees around Daventry have been burnt black and leafless.");

CAPTURE FLOWER

("Wildflowers no longer grow here.");

EXAMINE GRASS

("There is nothing interesting on the ground but grass.");

EXAMINE SKY

("The sky is blue and the sun is shining, but yet a feeling of sadness lingers here.");

CLIMB FOREST

("There are no good climbing trees that you can see.");

EXAMINE WELL

("The old well has been filled with rocks. It's useless. Like everything else in Daventry, the well

gives a feeling of futility.");

LOOK IN CANYON

("A deep chasm splits the earth. Possibly, an earthquake ripped through Daventry at one time. Looking across the chasm, you see nothing but more charred countryside.");

EXAMINE CAGE

("A stone wall travels to the north and south. You see if you can climb it, but find it too high. There is nothing of any interest on the other side of the wall, anyway.");

JUMP CHASM

"The chasm is much too wide to jump across, and too treacherous to climb.");

SMURF LAND

("Oh YIPPEE! You did it, your majesty!! The gnome squeals in delight. "I KNEW you could save us all. King Graham and Queen Valanice will be overjoyed to see you two." He claps his gnarled hands. "I must run ahead to announce your arrival!" The gnome spryly scampers toward the castle.");

EXAMINE

("You stare at the run-down shack. It leans heavily to one side. You wonder why it doesn't fall.");
("You stare at the run-down shack. Upon the porch, a withered gnome rocks in a creaky old rocking chair, whistling a merry tune. The shack leans heavily to one side and you wonder why it doesn't fall.");

EXAMINE CAGE

("A stone wall travels to the north and south. You try to go over it, but find it too high. There is nothing of any interest on the other side of it, anyway.");
("The ramshackle wooden fence runs to the north and south. You try to go over it, but find it too high. There is nothing of any interest on the other side of it, anyway.");

EXAMINE GLASS

("You can't see anything through the window.");

EXAMINE DOOR

("The door is locked. The gnome is wary of thieves.");

EXAMINE CASTLE

("In the distance, you notice a castle. Your excitement mounts as you realize it is your home. Your parents, King Graham and Queen Valanice, whom you do not remember, reside there.");

EXAMINE PORCH

("There is nothing on the porch but the rocking chair (which isn't rocking).");
("A wizened old gnome rocks in a creaky rocking chair on the front porch of his rickety shack. He whistles a merry tune.");

EXAMINE BANDIT

("The last time you saw him he was headed north.");
("This gnome looks to be at least a hundred years old. He's stooped with age, and his face is as

withered as an old prune. Grey, wispy hair tops his head, and gnarled hands clutch the chair. As old as he looks, however, his twinkling eyes suggest a youthful mischievousness as he whistles a merry tune.");

CALL BANDIT

("You'll have to talk extra loud because he's not here.");

("You speak directly to the old gnome. He chuckles softly to himself, then replies, \"It's about time you got here, lad... I mean, Prince Alexander. Welcome home! Heaven knows, we need you. Daventry's been suffering for years now, since that despicable dragon came.\");

("The old gnome narrows his eyes to slits and leans forward in his chair. \"That monster demanded the sacrifice of your poor sister, Princess Rosella, and I'm afraid time is running out. Your parents, the King and Queen, are suffering such grief they have locked themselves in yon castle and refuse to see anyone.\");

("Staring intently at you, the gnome goes on, \"It's up to you, Alexander. Your country and family need you. It's written in the wind.\" The wizened gnome relaxes and settles back in his chair. He begins whistling again.");

"\"You must hurry, Prince Alexander,\" the old gnome urges. \"Time is a-wasting. Go save us.\");

("The gnome now chooses to ignore you. He whistles and rocks in his creaky chair.");

CLIMB FOREST

("There are no climbable trees around.");

EXAMINE BRUSH

("Some plants and trees around Daventry have been burnt black and leafless.");

EXAMINE FLOWER

("Wildflowers no longer grow here.");

EXAMINE DECK

("There is nothing interesting on the ground but grass.");

EXAMINE SKY

("The sky is blue and the sun is shining, yet a feeling of sadness lingers here.");

CAPTURE BANDIT

("The last time you saw him he was headed north.");

("He belongs to himself.");

CASTLE EXTERIOR

("The castle doors are wide open to welcome home a long-missing son, and a much-loved daughter. Atop the castle, the banners proudly wave. The heavy feeling of oppression is gone; hope has at last returned to Daventry!");

EXAMINE CASTLE

("You gaze sadly at the deteriorated castle. It's obvious that it was once proud and beautiful. But now, its banners are torn, its stones and statue work crumbling, and the moat has been drained. It's as if no one cares anymore.");

EXAMINE DOOR

("The massive wooden doors of the castle are closed.");

CALL

("No one answers.");

LIFT DOOR

("The huge doors of the castle are bolted shut. Try as you might, you cannot open them.");

("And just how do you intend to do that from where you're standing.");

BANG ON DOOR

"You rap loudly upon the massive wooden doors of the castle. Hollowly, emptily, the sound reverberates within. No one answers.");

("And just how do you intend to do that from where you're standing.");

UNLOCK DOOR

("You obviously do not have the key to this castle.");

("And just how do you intend to do that from where you're standing.");

BREAK DOOR

("Your body is no match for these huge wooden doors.");

"And just how do you intend to do that from where you're standing.");

EXAMINE BANNER

("Sadly, the torn banners of the shabby castle fly at half staff.");

("The worn banners atop the crumbling castle proudly wave.");

JUMP MOAT

("The moat is too wide and too deep to cross. There is nothing of interest there, anyway.");

EXAMINE FOREST

("A once green woodland spreads out before you. Now, its many trees and bushes are cruelly charred.");

EXAMINE BRUSH

("You see no flowers about.");

CLIMB UP FOREST

("There are no climbable trees around.");

EXAMINE SKY

("The sky is blue and the sun is shining, but yet a feeling of sadness lingers here.");

EXAMINE DECK

("There is nothing interesting on the ground but green grass.");

EXAMINE CASTLE

("Atop the castle, the banners are proudly waving. The heavy feeling of oppression is gone; hope has at last returned to Daventry!");

EXAMINE FOREST

"A once green woodland spreads out before you. Now, its many trees and bushes are cruelly charred.");

CASTLE HALLWAY

If I recall correctly, these cannot be seen ingame.

EXAMINE CASTLE

("You and Princess Rosella have entered a hallway of the dilapidated castle. Cracks mar the walls and dusty floor. Cobwebs drape an overhanging lamp. Sadly, your sister remarks, \"Alexander, I wish you could have seen it in better days. It wasn't always like this, you know.\");

EXAMINE BURN

("Cobwebs have not been cleaned from the overhanging chandelier.");

EXAMINE DOOR

("The doors of this castle are wide open.");

AND SO IT ENDS

("This is no time for that!");

("You nervously enter the throne room with your sister, Princess Rosella.");
"Before the twin thrones stand your parents, King Graham and Queen Valanice.");
("Graham and Valanice are overjoyed to see you. \"Alexander, where have you been all these years?\" your mother exclaims. Adds your father, \"I'm so proud of both of you!\");

("What a joyous family reunion! You are home at last!");

("King Graham points to the mirror. \"That was once a magic mirror, son,\" he says sadly. \"But, it has been clouded ever since the night you disappeared from your cradle.\");

("Before your astonished eyes, the magic mirror clears, and shines anew with brilliant clarity. Queen Valanice cries in delight, \"The terrible dragon is dead, our children are home, and the future looks bright for us all!\");

"King Graham lovingly retrieves his adventurer's hat with the red feather."
"With emotion he tells you, \"Alexander, Rosella, this old hat and I have been through a lot together. Now, it's time he had a new travelling companion.\" He flings it in your direction."
Up and up it gently arcs. You raise your arms to catch it, and, so does Princess Rosella! Down it comes, nearer and nearer...";
("The End\n\n");

("Congratulations on your successful completion of \"King's Quest III!!\" We hope you have enjoyed playing as much as we enjoyed creating it for you.");
("May the adventuring continue with \"King's Quest IV!\");

SPELLBOOK SECTION

This section is separate since, unlike in the previous section, you need to enter these “verbatim” as the manual was supposed to stipulate (but didn't). I'll remove the “How can you use that which you don't have?” remarks.

LANGUAGE OF ANIMALS

```
if ((said("add", "bird", "feather", "basin") ||
    said("add", "one", "bird", "feather", "basin")))
if ((said("add", "eagle", "feather", "basin") ||
    said("add", "one", "eagle", "feather", "basin")))
if (said("add", "feather", "basin"))
("You place the soft, downy chicken feather in your clay mixing bowl.");
("The eagle feather is too big for this particular recipe. It won't work.")
"You have two feathers. Which do you mean?";
```

```
if ((said("cat") ||
    said("cat", "fur")))
if ((said("dog") ||
    said("dog", "fur")))
if (said("add", "fur", "basin"))
```

```
print("Which tuft of fur?");
```

```
if (has("Dog Hair*"))
if (has("Cat Hair*"))
```

```
if (said("add", "cat", "fur", "basin"))
if (said("add", "dog", "fur", "basin"))
("You put the tuft of cat hair in the clay bowl.");
("You put the tuft of dog hair in the clay bowl.");
```

```
if ((said("add", "reptile", "reptile skin", "basin") ||
    said("add", "reptile", "basin") ||
    said("add", "reptile skin", "basin")))
("What snake skin?");
"You put the dried snake skin in the clay bowl.");
```

```
if ((said("add", "ladle", "bone") ||
    said("add", "bone", "basin") ||
    said("add", "ladle", "bone") ||
    said("add", "ladle", "bone", "basin") ||
    said("add", "ladle", "bone", "basin")))
"You pour a spoonful of fish bone powder into the clay bowl.");
```

```
if ((said("add", "one", "thimble", "dew", "basin") ||
    said("add", "thimble", "dew", "basin") ||
    said("add", "dew", "basin")))
t("You pour the thimbleful of dew into the clay bowl.");
```

```
((said("knead", "fingers") ||
    said("knead", "compound", "fingers") ||
    said("knead", "compound", "basin", "fingers") ||
    said("knead", "try", "fingers") ||
    said("knead", "compound", "try", "fingers") ||
    said("knead", "compound", "basin", "try", "fingers")))
("You knead the ingredients in the clay bowl with your hands. It turns into a stiff, dough-like substance.");
```

```
if ((said("divide", "compound", "two", "ball") ||
    said("divide", "two", "ball") ||
    said("form", "two", "ball") ||
    said("form", "two", "ball", "from", "compound") ||
    said("form", "compound", "two", "ball") ||
    said("move", "compound", "two", "ball")))
```

("You grasp the doughy mixture in the bowl and divide it into two pieces.");

```
if ((said("add", "two", "ball", "compound", "ears") ||
    said("add", "two", "compound", "ball", "ears") ||
    said("add", "compound", "ball", "ears") ||
    said("add", "compound", "ears") ||
    said("add", "ball", "ears") ||
    said("add", "ball", "compound", "ears")))
```

("You VERY gently place the two pieces of dough in your ears and pull your hair down over them. You prepare to recite the magical incantation.");

```
}
if ((said("aim", "rod") ||
    said("aim", "magic", "rod")))
```

("You wave the magic wand over your dough-filled ears.");

"feather of fowl and bone of fish,");

"molded together in this dish,");

"give me wisdom to understand");

"creatures of air, sea and land.");

FLY LIKE AN EAGLE OR A FLY

```
((said("add", "bit", "saffron", "essence") ||
    said("add", "saffron", "capsule", "essence") ||
    said("add", "bit", "saffron", "capsule", "essence") ||
    said("add", "bit", "saffron", "capsule") ||
    said("add", "saffron", "essence") ||
    said("add", "saffron", "capsule")))
```

("You carefully sprinkle the precious saffron into the vial of rose petal essence.");

```
if ((said("aim", "rod") ||
    said("aim", "magic", "rod")))
```

("You wave the magic wand over the vial of rose petal essence.");

"oh winged spirits, set me free");

"of earthly bindings, just like thee.");

"in this essence, behold the might");

"to grant the precious gift of flight.");

TELEPORTATION STONE

```
if ((said("add", "grains of salt", "ladle") ||
    said("add", "grains of salt", "mortar") ||
    said("drain", "grains of salt", "mortar") ||
    said("crumble", "grains of salt", "mortar") ||
    said("add", "ladle", "grains of salt", "mortar") ||
    said("drain", "ladle", "grains of salt", "mortar") ||
    said("add", "ladle", "grains of salt", "mortar") ||
    said("crumble", "ladle", "grains of salt", "mortar")))
```

"You place a spoonful of coarse salt grains in the mortar. Then, using the stone pestle, you grind the salt until it is very fine.");

```
if (said("crumble", "mistletoe", "mortar"))
```

("Placing the dried sprig of mistletoe in the stone mortar, you crush it with the pestle.");

("Soon, you have a crushed mixture of salt and mistletoe in the mortar. You remove the pestle and lay it aside.");

```
if ((said("pat", "amber", "rock", "compound") ||
    said("pat", "amber", "rock", "mortar") ||
    said("pat", "rock", "compound") ||
    said("pat", "rock", "mortar")))
```

("You place the beautiful amber stone in the stone mortar.");

("Very carefully, so as not to miss a single spot, you rub the amber stone around in the mixture of ground salt and mistletoe. When you have finished, you remove the amber stone and discard the remaining powder.");

```
((said("embrace", "amber", "rock") ||
    said("embrace", "rock"))
t("Smack!"));
```

```
if ((said("aim", "rod") ||
    said("aim", "magic", "rod")))
```

("You wave the magic wand over the encrusted amber stone.");

"with this kiss, I thee impart,");

"power most dear to my heart.");

"take me now from this place hither,");

"to another place far thither.");

SLEEP POWDER

```
if ((said("crumble", "acorn", "mortar") ||
    said("crumble", "three", "acorn", "mortar")))
```

("Putting the dried acorns into the stone mortar, you use the pestle to grind them into a rough acorn powder.");

```
if ((said("add", "acorn", "flour", "basin") ||
```

said("drain", "acorn", "flour", "basin"))

("Turning the heavy stone mortar upside down, you carefully pour the acorn powder into the bowl, then return the mortar to the table.");

if ((said("add", "cup", "night shade", "basin") ||
said("add", "cup", "night shade", "juice", "basin") ||
said("add", "one", "cup", "night shade", "juice", "basin") ||
said("add", "one", "cup", "night shade", "basin") ||
said("add", "night shade", "basin") ||
said("add", "night shade", "juice", "basin") ||
said("drain", "cup", "juice", "basin") ||
said("drain", "cup", "night shade", "basin") ||
said("drain", "cup", "night shade", "juice", "basin") ||
said("drain", "one", "cup", "night shade", "juice", "basin") ||
said("drain", "one", "cup", "night shade", "basin") ||
said("drain", "night shade", "juice", "basin"))

("You very carefully pour a cupful of nightshade juice into the clay bowl so as to not to spill a single drop.");

("There is now an ugly, brown, mealy, liquid mixture in the bowl.");
drop("Nightshade Juice*");

if ((said("knead", "compound", "ladle") ||
said("knead", "try", "ladle") ||
said("knead", "compound", "try", "ladle") ||
said("knead", "compound"))

("You gently stir the unappetizing liquid.");

if ((said("boil", "compound", "brazier") ||
said("boil", "compound", "above", "brazier") ||
said("boil", "compound", "on", "brazier") ||
said("boil", "basin", "on", "brazier") ||
said("boil", "basin", "brazier") ||
said("boil", "basin", "above", "brazier") ||
said("add", "basin", "brazier") ||
said("add", "basin", "above", "brazier") ||
said("add", "basin", "on", "brazier") ||
said("add", "basin", "on", "brazier", "boil"))

("You gingerly place the clay bowl of ugly brown liquid on the charcoal brazier.");

("How you wish you had lit the burner!");

("Soon, the hot brazier brings the mixture to a bubble, then a boil, releasing a bitter smelling steam.");

("You let it boil until the nightshade juice is nearly gone, then remove it from the brazier.");

if ((said("flatten", "compound", "counter") ||
said("flatten", "compound", "on", "counter"))

("You pour the bowl's contents onto the oaken table, then spread the hot sticky mixture over the table top. In a few minutes, it has dried to a very crumbly, coarse sleeping powder.");

if (said("capture", "sleep", "flour"))

("You try to pick up the sleep powder and drop it all over the laboratory floor, where it mixes into the dirt. How you wish you had brought a pouch in which to carry it!");

```
    if ((said("add", "sleep", "flour", "pouch") ||
        said("drain", "sleep", "flour", "pouch")))
("You untie the small leather pouch, scoop the powder from the table, and place it within. You now
have a pouch full of sleep powder.");
```

```
if ((said("aim", "rod") ||
    said("aim", "magic", "rod")))
t("You pass the magic wand over the table.");
```

```
"acorn powder ground so fine,");
"nightshade juice, like bitter wine,");
"silently in darkness you creep,");
"to bring a soporific sleep.");
```

CAT COOKIE

```
    if ((said("add", "mandrake", "root", "flour", "basin") ||
        said("drain", "mandrake", "root", "flour", "basin")))
("You pour the mandrake root powder into the bowl.");
```

```
    if (said("add", "cat", "fur", "basin"))
("You put the ball of cat hair in the mixing bowl.");
```

```
("add", "two", "ladle", "fish oil", "basin")
("You pour the fish oil into the bowl and keep the empty jar.");
```

```
    if ((said("knead", "compound", "try", "ladle") ||
        said("knead", "compound") ||
        said("knead", "try", "ladle")))
("You mix the ingredients together. The mixture turns into an oily, disagreeable dough with cat hairs
sticking out of it.");
```

```
((said("add", "compound", "on", "counter") ||
    said("drain", "compound", "on", "counter")))
("Scrunching your nose in distaste, you grab the oily dough from the clay bowl and put it on the
oaken table.");
```

```
    if ((said("pat", "compound", "cookie") ||
        said("form", "compound", "cookie") ||
        said("form", "cookie", "from", "compound") ||
        said("pat", "cookie", "from", "compound")))
("Pushing the palm of your hand on the oily dough, you flatten it until it is in the shape of a cookie.
After a bit, the cookie hardens.");
```

```
    if ((said("aim", "rod") ||
        said("aim", "magic", "rod")))
("You wave the magic wand over the cookie, then take it from the table, and carry it with you.");
```

"mandrake root and hair of cat,");
"mix oil of fish and give a pat,");
"a feline from the one who eats");
"this appetizing magic treat.");

STORM BREW

```
if ((said("add", "bay", "liquid", "basin") ||  
    said("add", "cup", "bay", "liquid", "basin") ||  
    said("add", "one", "cup", "bay", "liquid", "basin") ||  
    said("drain", "bay", "liquid", "basin") ||  
    said("drain", "cup", "bay", "liquid", "basin") ||  
    said("drain", "one", "cup", "bay", "liquid", "basin") ||  
    said("add", "liquid", "basin") ||  
    said("add", "cup", "liquid", "basin") ||  
    said("add", "one", "cup", "liquid", "basin") ||  
    said("drain", "liquid", "basin") ||  
    said("drain", "cup", "liquid", "basin") ||  
    said("drain", "one", "cup", "liquid", "basin")))
```

("Carefully, you pour the cup of ocean water into the mixing bowl.");

```
if ((said("boil", "basin", "brazier") ||  
    said("boil", "bay", "liquid", "brazier") ||  
    said("boil", "basin", "bay", "liquid", "brazier") ||  
    said("boil", "basin", "bay", "liquid", "above", "brazier") ||  
    said("boil", "liquid", "brazier") ||  
    said("boil", "basin", "on", "brazier") ||  
    said("boil", "bay", "liquid", "on", "brazier") ||  
    said("boil", "basin", "bay", "liquid", "on", "brazier") ||  
    said("boil", "liquid", "on", "brazier") ||  
    said("boil", "basin", "liquid", "on", "brazier") ||  
    said("boil", "basin", "liquid", "brazier") ||  
    said("boil", "basin", "liquid", "above", "brazier")))
```

("You place the clay bowl of ocean water on top of the little charcoal brazier. To your consternation, you discover that the brazier is unlit, and stone cold.");

("Being cautious not to burn yourself, you gently place the bowl of ocean water on the hot charcoal brazier. You watch as the salt water slowly warms, then begins to steam. You remove it just before it boils.");

```
if ((said("add", "ladle", "mud", "basin", "liquid") ||  
    said("add", "mud", "basin", "liquid") ||  
    said("add", "mud", "basin") ||  
    said("knead", "ladle", "mud", "basin") ||  
    said("knead", "ladle", "mud", "basin", "liquid") ||  
    said("knead", "mud", "basin", "liquid") ||  
    said("add", "ladle", "mud", "basin", "bay", "liquid") ||  
    said("add", "mud", "basin", "bay", "liquid") ||  
    said("knead", "ladle", "mud", "basin", "bay", "liquid") ||  
    said("knead", "mud", "basin", "bay", "liquid") ||  
    said("knead", "ladle", "mud", "basin") ||  
    said("add", "ladle", "mud", "basin") ||
```



```
said("knead", "mud", "basin"))
```

("Adding a spoonful of mud to the hot ocean water, you slowly stir the mixture. The mud turns the water a cloudy brown.");

```
if ((said("add", "bit", "mushroom", "flour") ||  
    said("add", "bit", "mushroom", "flour", "basin") ||  
    said("add", "bit", "mushroom", "flour", "liquid")))
```

("You put just a pinch of toadstool powder in the bowl of hot, brown liquid.");

```
if ((said("blow", "liquid") ||  
    said("blow", "brew") ||  
    said("blow", "bay", "liquid") ||  
    said("blow", "basin")))
```

("Leaning over the hot brew, you forcefully blow your longest breath of air into the bowl, whirling the brew around and around.");

```
if ((said("aim", "rod") ||  
    said("aim", "magic", "rod")))
```

("You wave the magic wand over the bowl of hot, brown liquid.");

```
if ((said("drain", "brew", "from", "basin", "bottle") ||  
    said("drain", "brew", "bottle") ||  
    said("add", "brew", "from", "basin", "bottle") ||  
    said("add", "brew", "bottle")))
```

t("How can you use that which you do not have?");

("Waiting until the liquid has cooled, you carefully pour the storm brew into an empty glass jar.");

"elements from the earth and sea,");

"combine to set the heavens free.");

"when i stir this magic brew,");

"great god thor, i call on you.");

INVISIBILITY OINTMENT

```
if ((said("carve", "cactii", "try", "dagger") ||  
    said("carve", "lift", "cactii", "try", "dagger")))
```

("Using your kitchen carving knife, you cut a gash in the small cactus. Juice begins to drip.");

```
if ((said("flatten", "cactii", "juice", "on", "ladle") ||  
    said("flatten", "cactii", "on", "ladle") ||  
    said("flatten", "cactii", "juice", "ladle") ||  
    said("flatten", "cactii", "ladle")))
```

("Grabbing one of the measuring spoons from the oaken table, you grasp the slit cactus in your hand, and squeeze it until you have a spoonful of cactus juice. The small cactus is quite devoid of liquid now, so you toss it away.");

```
if ((said("add", "one", "ladle", "cactii", "juice", "basin") ||  
    said("add", "ladle", "cactii", "juice", "basin") ||  
    said("add", "cactii", "juice", "basin") ||
```

```
said("drain", "one", "ladle", "cactii", "juice", "basin") ||
said("drain", "ladle", "cactii", "juice", "basin") ||
said("drain", "cactii", "juice", "basin"))
("You carefully add the spoonful of cactus juice to the bowl.");
```

```
if ((said("add", "one", "cup", "lard", "basin") ||
said("add", "cup", "lard", "basin") ||
said("add", "lard", "basin") ||
said("add", "one", "cup", "lard", "basin")))
("You scrape the lard into the mixing bowl, and keep the now-empty jar nearby to store your
finished formula.");
```

```
if ((said("add", "two", "add", "frog", "spit", "basin") ||
said("add", "two", "add", "frog", "spit") ||
said("add", "frog", "spit", "basin") ||
said("add", "frog", "spit", "basin") ||
said("add", "frog", "spit")))
("You cautiously pour the two drops of toad spittle into the bowl.");
```

```
if ((said("knead", "compound", "ladle") ||
said("knead", "compound", "try", "ladle") ||
said("knead", "basin", "try", "ladle") ||
said("knead", "ladle") ||
said("try", "ladle", "knead", "compound") ||
said("try", "ladle", "knead") ||
said("try", "ladle", "knead", "basin")))
("Using one of the stirrers lying on the table, you mix the lard, cactus juice, and toad spittle until it
is smooth and blended.");
```

```
if ((said("aim", "rod") ||
said("aim", "magic", "rod")))
("You wave the magic wand.");
```

```
if ((said("add", "ointment", "bottle") ||
said("add", "ointment", "drain", "bottle") ||
said("add", "ointment", "back", "bottle") ||
said("add", "ointment", "drain", "lard", "bottle")))
t("You scoop the invisibility ointment out of the clay bowl and return it to the lard jar.");
```

```
"cactus plant and horny toad,");
"i now start down a dangerous road.");
"combine with fire and mist to make");
"me disappear without a trace.");
```

USEFUL PARSER COMBINATIONS FROM WORDS.TOK

If you don't wish to download SCI-viewer just to see words.tok, here are some of the common terms used in this document. They're all in alphabetical order and the game script only utilises the first word, but accepts all the other words as synonym. This is handy to know if you're looking for the shortest term to get an action done, or if you don't understand an action in the script.

0: Large variety of terms: you, your, my, mine, Llewddor, Daventry, Cloudland, Papa, Mama, Baby, Invisibility, the, it, etcetera.

2: examine, look, feel, look on, see, show, view.
3: cast, do, fix, perform, prepare.
14: capture, catch, get, pick, pick up, take.
31: deck, earth, floor, grass, grasses, ground.
37: move, pull, push, replace, shove, turn
38: board, enter, exit, get out, go, leave
41: call, say, shout, speak, talk, yell
56: add, conceal, dip, drop, drops, hide, include, place, put, return, scrape, set, sprinkle, stack
58: aim, point, shake, swing, touch, wave
60: drain, draw, empty, extract, pour, remove, spill, withdraw
66: break, destroy, rip, shatter, smash, tear
68: all, belongings, everything, inventory, item, items, object, objects, possessions, stuff, things
83: burn, candle, candles, ignite, light, torch, torches
85: chamber pot, kettle, kettles, pan, pans, pot, pots, skillet, skillets
98: ladle, spoon, spoonful, spoonfuls, spoons
100: carve, chop up, cut, cut up, slice
111: beaker, beakers, flask, flasks, measuring cup, measuring cups, stirrer, stirrers
139: knead, mix, stir
140: divide, halve, separate, split
141: form, make, shape
144: try, use, using, with
147: carry, grab, grasp, hold, reach
153: pat, pet, rub, smear
154: embrace, hug, kiss
156: flatten, press, spread, squash, squeeze
246: bluff, bluffs, cliff, cliffs, hill, hills, mountain, mountains, peak, peaks
284: bandit, bandits, captain, captains, clerk, crew, customers, dwarf, ghost, gnome, guard, guy, guys, image, king, man, men, oracle, pirate, pirates, rogue, rogues, sailor, sailors, sentry, shop keeper, shopkeeper, storekeeper
285: barmaid, bartender, girl, medusa, princess, princess rosella, queen, rosella, statue, waitress, woman
286: animal, animals, squirrel, squirrels
287: lizard, lizards
299: ass, asshole, cunt, dirty word, fart, fuck, fucking, mother fucker, piss, pussy, screw, shit, tit, tits