(849, 'tinky', 34, '58.182.121.46', NULL, '[color=blue]Note: This goal was done with sneak and invis off. Use at own risk.[/color]\n\n[color=green]1. From the first room of Amusement Park, go north to find ticket vendor.[/color]\nThe ticket vendor exclaims, "Howdy there, young lady! How would you like to take a ride? We''ve got big prizes for a likely lass who''s willing to take a few rides, play a few games, and help me out with a couple of small errands!"\nThe ticket vendor smiles happily.\nThe ticket vendor says, "Nothing too serious, of course, and it''s a rolicking good time to be had here at the Amusement Park!"\nThe ticket vendor exclaims, "First, there''s the Ferris Wheel - You''ll whoosh up high into the air, and then dip back down with terrifying speed! Nothing quite as thrilling as the Ferris Wheel!"\nThe ticket vendor exclaims, "Then we''ve got the Bumper Cars - Smash and shriek your way through an open arena of twisted metal and burning rubber!"\nThe ticket vendor says, "Hold your breath and dive into the Scuba-Dive - live critters right next to you, and a fine swim with some of the fiercest predators in the land."\nThe ticket vendor exclaims, "After your wet and wild adventure, we come to the Merry-Go-Round - hold on and shriek with glee as fantastic creatures give you the ride of a lifetime!"\nThe ticket vendor exclaims, "And finally, the thrills and chills of the House of Horror await you. Delve deeply into the haunted regions of the world''s scariest spooky house, and come face to face with your own mortality!"\nThe ticket vendor exclaims, "Before, in between, or after, enjoy the games alley, where you can win fabulous prizes in games of pure skill and thrills!"\nThe ticket vendor exclaims, "So, how about it? Do you want to play? Say yes to start your fun-filled, thrill-packed, chilling adventures and fun!"\n\n[color=green]2. Say yes.[/color]\nThe ticket vendor says, "I could tell you wanted a day of fun and adventure! As a member of our Super Fun Adventurer''s Club, we''ll provide you with enough tickets to ride each of the rides once, and a free game coupon for each of the games. If you lose or waste your tickets, though, you''ll need to buy more."\nYou receive a ride ticket from the ticket vendor.\nYou receive a ride ticket from the ticket vendor.\nYou receive a ride ticket from the ticket vendor.\nYou receive a ride ticket from the ticket vendor.\nYou receive a ride ticket from the ticket vendor.\nYou receive a games coupon from the ticket vendor.\nYou receive a games coupon from the ticket vendor.\nYou receive a games coupon from the ticket vendor.\n\*\* Goal Added : Have a Rip-Roaring Day at the Amusement Park!\n Type ''goals amusement'' for full details on this quest.\n\*\* Task Added : Ride the Ferris Wheel.\n\*\* Task Added : Ride the bumper cars and trash 10 cars!\n\*\* Task Added : Ride the Scuba-Dive.\n\*\* Task Added : Ride the Merry-Go-Round.\n\*\* Task Added : Explore the House of Horrors.\n\*\* Task Added : Win the giant prize at the Games Booths.\n\n[color=green]3. Run 2nw to find ferris wheel operator and give him a ticket.[/color] \nThe ride assistant says, "When you''re at the bottom of the Ferris Wheel, you''ve gotta scream and yell. It''s traditional. That''s scream and yell, all at once. If you head up the Ferris Wheel on your own, you''ll have to buy another ticket and start the ride over."\nThe ride assistant beams with pride at you.\nThe ride assistant says, "If you get stuck and can''t figure out what you need to do next, just type ''help'' in the ride. You should type exactly what it tells you to type."\n\n[color=green]4. Type ''scream and yell'' when the mobprog tells you to.[/color]\nYou scream and yell like an idiot, prompting a dirty look from a passing security guard, and (more importantly), a nod from the ride operator, who slams your door shut and hits his lever. You rise into the air slowly, your feet dangling. As soon as you get past where the ride operator can grab you, you should sway back and forth!\n\n[color=green]5. Type ''sway back and forth'' when the mobprog tells you to.[/color]\nYou sway back and forth, eliciting yells of rage from the ride operator. Fortunately, you''re out of reach of his hands, and the ride only goes in one direction. This is turning out to be a Super Fun Adventure Day after all! The next thing you should do is wave your hands wildly!\n\n[color=green]6. Type ''wave your hands wildly'' when the mobprog tells you to.[/color]\nYou wave hands wildly, trying to attract the attention of the fun-loving people passing underneath you. Unfortunately, not one of them looks up, until your hand smacks the side of the Ferris Wheel (ouch!) and sends a small piece of metal flying through the air. The metal smacks a passerby on the head, and he looks up - but from the few words you can read off his lips, he''s not cheering you on for your fabulous height. Perhaps, at the top, you should yell I CAN SEE MY HOUSE FROM HERE!\n\n[color=green]7. Yell I CAN SEE MY HOUSE FROM HERE! when the mobprog tells you to.[/color]\nYou stand up in the Ferris Wheel, prompting another howl of rage from the ride operator below you, and bellow, ''I CAN SEE MY HOUSE FROM HERE! The ride is shaking rather alarmingly, but this just adds to the thrill, and you give it one more mighty sway before sitting down again. Next you should try spitting!\n\n[color=green]8. Type ''spit'' when the mobprog tells you to.[/color]\nYou clear your throat, concentrate, and hawk a loogie that would make any fourth-grader proud. You watch as the glistening glob sails through the\nair and lands on someone''s head. SCORE! As you''re heading down, you should kick the head of the punk below you!\n\n[color=green]9. Type ''kick the head of the punk below you'' when the mobprog tells you to. [/color]\nWith careful aim, you cock back your leg and kick the head of the punk underneath you. That''ll teach him to cut in line! Although, you''re not entirely sure he did cut in line ahead of you. It''s the principle of the thing! When you get just a little lower, you can unbuckle your seatbelt. Why wait for the slowpoke on the ground?!\n\n[color=green]10. Type ''unbuckle your seatbelt'' when the mobprog tells you to.[/color]\nYou unbuckle your belt and leap from the seat onto the ground! Why bother waiting for the slowpoke on the ground when you''re so close! It''s time to\nhead off to the other rides in this park, cause you''ve been here and done that!\n\*\* Task Done : Ride the Ferris Wheel.\n\n[color=green]11. Run e3ne and give the bumper car operator a ticket.[/color]\nThe bumper car operator exclaims, "Welcome to the Bumper Cars! I see you''re on our special Super Fun Adventure Day - and you''ll love this part of your Super Special Adventure!"\nThe bumper car operator beams with pride.\nThe bumper car operator says, "The bumper cars are very simple, just start ramming! The commands to use your bumper car are: ram north, ram south, ram east and ram west. Your car will head in the direction you instruct, and will attempt to hit another bumper car (or the wall, in some cases!). But remember, we all need to play nice."\nThe bumper car operator exclaims, "If you get stuck, or can''t remember what you''re supposed to be doing, just type ''help'' in any of the bumper car rooms, and you''ll get a list of instructions. Good luck, and good bashing!"\n\n[color=green]12. Type "ram %1" and where %1 are north, south, east or west and ram cars till you reach 10. You might miss a few times so keep trying. The mobprog will activate when you ram 10 cars.[/color]\nA big bad security guard stands here looking for trouble. As you gloat over your skill in smacking bumper cars, a hand reaches into your car and drags you out. The ride operator informs you that you''ve had enough fun, and tosses you out of the ride. How rude!!!\n\*\* Task Done : Ride the bumper cars and trash 10 cars!\n\n[color=green]13. You have now been teleported to the first room of the area.you will be at area beginning. Run 5nw and give the scuba ride operator a ticket.[/color]\nYou give a ride ticket to the scuba ride operator.\nThe scuba ride operator exclaims, "Welcome to the Scuba Dive! Here you get a chance to come face to face with all sorts of sea creatures! Sea Snails, Goldfish, and Squids wait for you to feed them. Be careful of the Shark, though - you can feed him if you want, but he gets a bit feisty when he''s had a good meal!"\nThe scuba ride operator stares at the sky.\nThe scuba ride operator exclaims, "The commands for the scuba dive are simple. When you are in the room with a fish, you can type ''feed <fish>'', which will drop a basket from the surface for the fish to feed out of - for example, you can type ''feed goldfish'' to feed any goldfish that might be in the room. To give everyone a chance, we ask that you only feed each type of fish once - and remember my warning about the shark! If you''re going to feed him, we recommend you do it last, because he''ll get playful, and that''s not always best for your health - if you get what I mean!"\nThe scuba ride operator exclaims, "If you get stuck, or can''t remember what you''re supposed to be doing, just type ''help'' in any of the Scuba Dive rooms, and you''ll get a list of instructions. Good luck, and enjoy your swim!"\n\n[color=green]14. You need to feed each fish once. Type feed %1 where %1 is the type of fish. Make sure the type of fish you are feeding is currently present in the room. Make sure you feed the shark last.[/color]\nYou pull out the bags of fishfood the Scuba Attendant gave you, sort through them quickly, and find the one marked ''Shark''. Scattering the food in the water, you yelp as the shark turns to you. The gleam in the shark''s eye doesn''t bode well for you, and you frantically swim upwards, trying to escape him. Barely keeping ahead you paddle your batuckus off, trying to stay out of reach of his jaws. You''re not the only one, and you notice all the fish diving quickly out of reach! With one final, frantic heave, you haul yourself out of the tank, just before the enormous, deadly jaws slam shut a bare inch behind your ankle. Whew, that was close!\n\*\* Task Done : Ride the Scuba-Dive.\n\n[color=green]15. Run e2ne and give the merry-go-round operator a ticket.[/color]\nThe ride assistant says, "Welcome to the Merry-Go-Round! Here you can go around and around and around and around and around and around and aroun...err, sorry."\nThe ride assistant blushes.\nThe ride assistant exclaims, "In fact, you can go around and around until you grab...the gold ring!"\nThe ride assistant exclaims, "As your Super Fun Adventure Day Ambassador, I''m here to see you get a good seat. But make sure you keep your seat, we don''t tolerate you whippersnappers running around on the ride while it''s moving!"\nThe ride assistant says, "To move through the ride, you simply ''ride <direction>''. In other words, ride east, ride north, ride west and ride south. Grabbing the gold ring is simple - just wait until you see the message The Gold Ring is Approaching and then type grab ring."\nThe ride assistant says, "Got it? Then you''re on your way! And remember - if you get confused or can''t remember what I''ve just told you, type ''Help'' in any of the ride rooms to get the exact commands you need to use."\nYou carefully climb aboard the ride and select your animal. Looks like this time you got a ochre and crimson Train. What luck!\n\n[color=green]16. Ride anticlockwise in direction until you see the gold ring approaching. Type ''grab ring'' to grab. You may fail a few times so keep trying.[/color]\nA woman is here working the merry-go-round controls. YES! Your fingers curl around the ring and you pop it out of its holder! As you sit back, glorying in your win, you notice the glint of gold is really a glint of brass...guess it''s not so much of a ring after all. Oh, well. You get off the ride and head away from the Merry-Go-Round.\n\*\* Task Done : Ride the Merry-Go-Round.\n\n[color=green]17. Run wnen and give horror house attendant a ticket.[/color]\nThe ride assistant exclaims, "Welcome to your Super Fun Filled Aventure in the Horror House! Here we have spooks and goblins, ghosts and ghouls, terrors to titillate your senses and horrors to horrify your mind!"\nThe ride assistant exclaims, "As you wander through the spookhouse, you''ll be asked to participate in the various gooey, gory scenes, so pay attention to what you''re told and have fun!"\nThe ride assistant says, "If you get confused on what you''re supposed to do, you can type ''help'' in any of the ride rooms for a complete description of the syntax you should use."\nThe ride assistant beams with pride.\nThe ride assistant hops up and down shouting "Boogy Woogy OOY!!"\nThe ride assistant says, "The first thing you''re supposed to do is creep east, the hallway being such a scary place and all."\nThe ride assistant nods.\n\n[color=green]18. Type ''creep east''.[/color]\nYou carefully creep east, stepping around the squishy moss getting a face full of cobwebs every step, it seems. The house around you is quiet, only occasional wooden groans and the distant sound of screams jarring your solitude.\nAs you creep into the room to the east, you see it is almost an exact copy of the one you just left. Or did you leave it?\nHave you really gone anywhere, or is the house simply re-orienting itself to confuse you...hard to say, but perhaps you should creep north...\n\n[color=green]19. Type ''creep north''.[/color]\nYou carefully creep north, stepping around the squishy moss getting a face full of cobwebs every step, it seems. The house around you is quiet, only occasional wooden groans and the distant sound of screams jarring your solitude.\nAs you creep into the room to the north, avoiding a large pool of nasty red, green and gold slime, a small bowl floats down to your face level. The shadows cast by the constantly flickering lights shadow whatever is in the bowl, but a ghostly voice says, ''Reach into the bowl, foolish prey!'' Err, yeah, right.\n\n[color=green]20. Type ''reach into the bowl''.[/color]\nYou stick your hand into the bowl bravely, only to feel warm, squishy, sticky, squirmy objects. As you roll one of them around in your fingers, an image comes to your mind of intestines and eyeballs.\nEWW! Yuck! You quickly drop the noxious item and bolt from the room to the chills waiting for you towards the east. It has to be better than this, right? Of course, the next room is filled with body parts, all covered in ooze and slime. A small girl at the back of the group dares you to shake hands with one of the arms...do you have the courage to ''shake hands?\n\n[color=green]21. Type ''shake hands''.[/color]\nWith trembling hands, you reach out to one of the arms to shake hands with it. Just as your fingers are about to brush the dead, decaying, and ice cold fingers of the severed body part, someone behind you shrieks, ''BOO!'' Without thinking, you bolt from the room, heading north as fast as you can move,\nto find yourself in another room filled with nasty looking body parts. And these ones are looking, seemingly at you. The eyeballs can''t see much anymore, as most of them are melted or gooey with mold, but it''s still a disturbing sensation. You do, however, get the rather insane urge to shake one of the heads to see if the brains are still inside.\n\n[color=green]22. Type ''shake one of the heads''.[/color]\nAs you pick up one of the fleshy heads and begin to shake it, the teeth suddenly clack together and the eyeballs twist in their sockets to glare at you. A hissing, sibilant voice emanates from the decaying mouth, and ancient curses fill the air as tongue chunks splatter over you. You drop the skull hastily and dash from the room, to find yourself in a bright, clean hallway. Better not to trust this, however - you should probably creep north from here.\n\n[color=green]23. Type ''creep north''.[/color]\nYou''re not sure what''s going on, or why there are clean and well-lit hallways in a spooky house..but it''s beginning to make you nervous. You''re sure what''s waiting ahead must be far worse than what you''ve already seen. All you can do, however, is creep west and find out what''s next on your list...\n\n[color=green]24. Type ''creep west''.[/color]\nYou creep into the room and stare around at the piles and piles of bones...it''s clear where the remains of the decaying body parts go when they''re no longer useful in a fleshy condition. As you peer into the empty eye sockets of a skull, you hear a rattling behind you. Whirling around, you see the bones forming themselves into full skeletons, assembling themselves into lines and beginning a stately waltz. One lonely looking skeleton stands at the end, seeming to look around forlornly. Perhaps you should dance with the skeleton?\n\n[color=green]25. Type ''dance with a skeleton''.[/color]\nYou bow politely to the skeleton and whirl off into a stately waltz, undanced in centuries. As your steps lead you past the southern doorway, the skeleton''s eyes suddenly blaze with a red light, and it spins you into a wild spiral, flinging you south. You barely avoid hitting the doorframe, and look around to find yourself in a rather odd room. At first you think you''re still a bit dizzy from the dancing, but eventually you realize the surreal surroundings are actually part of the room. You have trouble focusing on the walls, and realize your chore here is to find the exit.\n\n[color=green]26. Tyoe ''find the exit''.[/color]\nA smelly rotten corpse stands here staring at the wall. You cautiously feel along the wall, looking for exits. After one false start, and another near waltz with the skeletons, you find an exit that leads into another hallway. The hallway is a strange place, and you have a feeling if you stay here too long\nyou''ll join the corpses in the body parts rooms. The best thing to do here is creep south.\n\n[color=green]27. Type ''creep south''.[/color]\nA woman dressed as a witch is here swinging her broom around. The hallway around you looks normal...but you somehow know that staying here too long will result in some rather bad things for you. Glimpses of a white, trailing form can be seen out of the corner of your eye, but when you whirl around, it''s gone. You think the wisest thing you could do here is creep south.\n\n[color=green]28. Type ''creep south''.[/color]\nThe hallway around you looks normal...but you somehow know that staying here too long will result in some rather bad things for you. Glimpses of a white, trailing form can be seen out of the corner of your eye, but when you whirl around, it''s gone. You think the wisest thing you could do here is creep east.\n\n[color=green]29. Type ''creep east''.[/color]\nYou enter a dark room, full of odd sounds and the feeling of great danger. Strange bumps sound right behind you, and then a giggling sound. The feeling of something looming over you culminates with a bare breath across your neck, and you''re ready to be out of here. Better rush south before it gets any closer!\n\n[color=green]30. Type ''rush south''.[/color]\nThat''s it! That''s as much of this creepy, nasty house as you can handle! You bolt for the entrance and spend the next several minutes swearing you''ll never go back. Wuss.\n\*\* Task Done : Explore the House of Horrors.\n\n[color=green]31. Run sw4sene and give the crossbow man a coupon.[/color]\n\n[color=green]32. Aim crossbow and shoot ducks until you get 5.[/color]\n\n[color=green]33. Run wse and give the badger handler a coupon.[/color]\n\n[color=green]34. Play the game until you beat the badger. Might have to do more than once. If you run out of tickets, buy new ones in the room north from the first room of Amusement Park.[/color]\n\n[color=green]35. Run wse and give the Pet Race Supervisor a coupon.[/color]\n\n[color=green]36. Choose tortoise or hare until you win. Might have to do more than once. If you run out of tickets, buy new ones in the room north from the first room of Amusement Park.[/color]\n\n[color=green]37. Run 2w and give prize coupon to the prize redemption man to get a toy trumpet.[/color]\nYou give a prize coupon to the prize redemption man.\nThe prize redemption man asks, "Still got all yer parts after that Badger?"\nYou receive a prize pill from the prize redemption man.\nThe prize redemption man says, "Have fun on the rides, youngster? Let''s take a look at what you have then."\nThe prize redemption man exclaims, "Woah there, partner! Looks like you''ve finished your Super Fun Adventure Day, and boy oh boy, do we have a prize for you!"\nThe prize redemption man beams with pride at you.\nThe prize redemption man exclaims, "Your first prize is a lifetime pass to the rides in the Amusement Park! All you''ve gotta do is go up to a ride operator and say ride, and he''ll usher you right on, no lines and no waiting!"\nThe prize guy pulls out a vicious looking stamp, grabs your hand, and slaps the stamp on the back of your hand. OUCH! From the looks of the wound the stamp inflicted, the mark will never come off! But, hey...Free Rides!! The prize redemption man says, "And let''s see what other prize you get..."\nThe prize guy sorts through the various prizes and stuffed toys behind his counter and finally pulls out your prize.\nThe prize redemption man exclaims, "Here ya go, and have fun!"\nYou receive a toy trumpet from the prize redemption man.\n\*\* Task Done : Win the giant prize at the Games Booths.\n\*\* Goal Completed: Have a Rip-Roaring Day at the Amusement Park!\n[code]+-----------------------------------------------------------------+\n| Keywords : toy trumpet |\n| Name : a toy trumpet |\n| Id : 227675000 |\n| Type : Treasure Level : 1 |\n| Worth : 500 Weight : 1 |\n| Wearable : hold |\n| Flags : glow, hum, magic, V3 |\n+-----------------------------------------------------------------+[/code]\n[color=green]38. From now on, you don''t have to buy tickets to take the rides. Just go to the operators and say ride to be teleported onto the ride.[/color]', 0, 1259241853, NULL, NULL, 393),