"Yes, master?"

You rush to your master's side and await his instructions. He is studying a fragile looking scroll and muttering to himself.

He looks up and says, "Ah, there you are. This ..." -- he hands you the scroll -- " ... goes back in the vault. I believe it is still open. And this little beastie ..." -- he hands you a small, empty brass cage -- "... goes back to my private quarters. Thank you, that will be all."

You bow, and head downstairs to the vault. The heavy stone door is wide open, and a golden key juts out of the lock.

Without warning, someone shoves you roughly from behind. The scroll and the brass cage fly out of your hands as you fall to the ground. There is a loud "click", and everything turns black.

[Press a key]

Suveh Nux by David Fisher, version 1.1.

Release 1 / Serial number 071226 / Inform v6.30 Library 6/11 S

Identification number: //4E7C2725-E359-B23A-ABA9-F6AF1FD9A26F//

Darkness

It is pitch dark, and you can't see a thing.

Which is not good.

(Type "about" for game information and special commands).

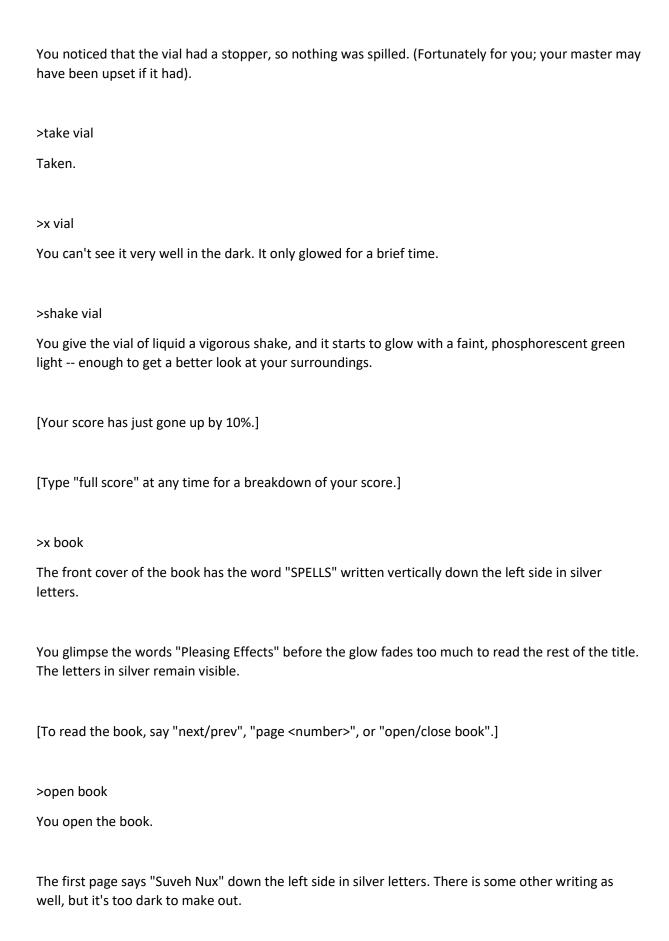
>look

(It is not quite as dark as you thought. A sliver of light under the door provides a tiny amount of light, and your eyes begin to adjust to the near darkness ...)

Vault

There is plenty of room to move around, and the ceiling is quite high. You can just make out a shelf along one of the walls.
On the floor you can faintly see a brass cage and a scroll.
>x cage
You can barely make out the brass cage sitting on the floor.
It seems to have fallen open.
>x scroll
It's a fragile scroll. It is too dark to read what is on it.
>x shelf
The shelf seems to have some objects on it, but you can't clearly make them out.
>x door
You can't see the door too well. There is a sliver of light coming in from under it.
Something brushes past your foot.
>x me
You seem to be intact after your rough handling.
It is dark, but you are aware that you are dressed in a tunic, some loose trousers and a pair of black shoes, and are currently empty handed.
>touch shelf
You stretch out your hand and feel your way along the shelf there is a piece of parchment, what feels like a leather bound book, a crystal or gemstone of some kind
Clunk! You knock over a small vial of liquid, which glows briefly with a dull green light. The glow soon

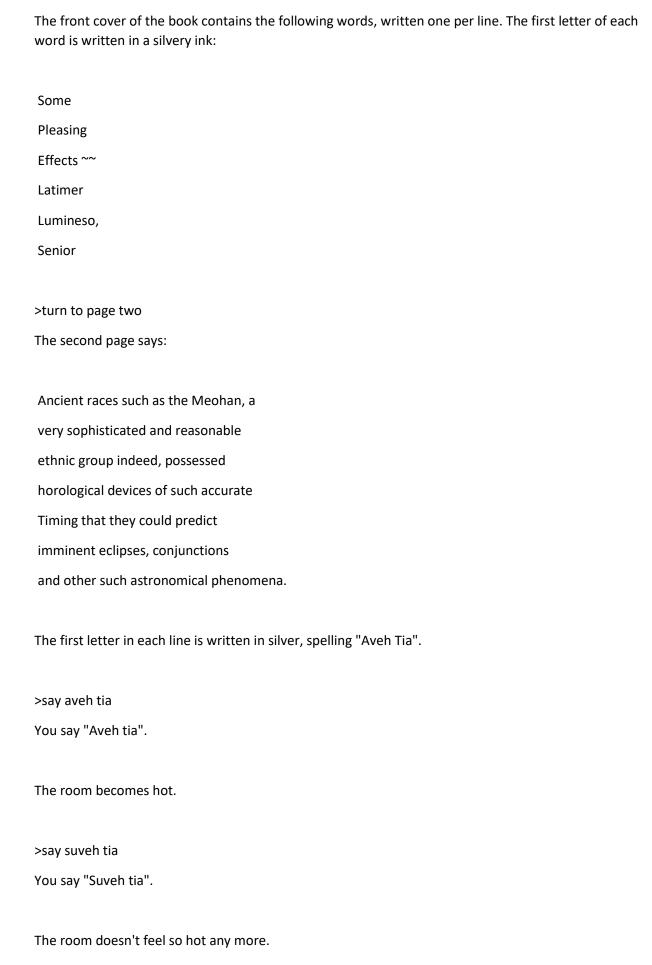
fades away.



> say suveh nux
You say "Suveh nux".
The room is suddenly filled with light.
You feel something nibbling on your shoe.
[Your score has just gone up by 10%.]
>look
Vault
You are in a room-sized vault, with a shelf along one wall. On the shelf are a leather bound book, a piece of parchment and a clear crystal.
On the floor are an open brass cage and a scroll.
>take scroll
Taken.
>x it
The scroll is written in your master's hand in a familiar script, but you cannot read what it says. Perhaps it is some kind of shorthand or private code. You don't have much hope of interpreting it.
>put it on shelf
You put the scroll on the shelf.
Something brushes past you again.
>x creature
You look around, but you can't see whatever it was that brushed past you.
>listen

You hear nothing but the sound of your own heart beating.
>x parchment
The parchment is written in a script you are not familiar with. In the centre is an illustration of a man holding a teardrop shaped object and pointing his finger at a table.
>x crystal
A perfectly clear crystal with many facets, about the size of your fist and shaped like a teardrop. The light dances beautifully across its surface.
>take crystal
Taken.
>x vial
A vial of green liquid with a cork stopper. It is no longer glowing.
You briefly feel something small standing on your foot.
>x door
The door is made from solid stone, and it looks strong and heavy.
>x floor
The floor is solid stone, just like the walls and the door.
On the floor is an open brass cage.
>x ceiling
The ceiling looks like it is made from stone, just like the rest of the vault.
>x north wall
There is no north wall, just the door to the vault.

>x east wall
The east wall is very plain looking.
>x south wall
The south wall is opposite the door to the vault. It is quite plain looking.
>x west wall
There is a shelf along the west wall.
>x shelf
The shelf is made from solid wood. On the shelf are a scroll, a leather bound book and a piece of parchment.
Something briefly tugs at your trousers and then lets go.
>x book
The first page says:
Some ancient civilisations had a great
understanding of the manifold and
various sciences of the natural world,
entirely in disagreement with certain
historical surveyors who shall remain
Nameless in the present work, but shall be
understood by the algebraic designation
x.
The first letter in each line is written in silver, spelling "Suveh Nux".
>x cover
You close the book.



[Tip: there is an inbuilt notepad you can use. Type "about" for details.] [Your score has just gone up by 10%.] >turn page The third page says: Another highly developed race of antiquity, vanquished by the Meohan, were the Sundar -exquisite workers in metal, gemstones and heated glass. Their susceptibility to the Meohan's warlike methods was only due to a civil war between rival noble families, devastating the nation's standing army at a very inopportune time; their enemies had a distinct numerical advantage as a result. The first letter in each line is written in silver, spelling "Aveh Madah". >say aveh madah You say "Aveh madah". You feel heavy and weighed down. >say suveh madah You say "Suveh madah". You don't feel weighed down any more.

Something nibbles on your shoe.

>turn page The fourth page says: Sundaresi manufacturing techniques should not be underestimated. They were experts in shaping very large blocks of marble or granite, which the evidence suggests were used for constructing huge, elaborate tombs for their deceased rulers. Sundar stone shaping involved making the stone extremely cold with buckets of ice imported from nearby Aoeteria, and then rapidly heating the stone with an intense blaze, which would split it along the desired fault line. The first letter in each line is written in silver, spelling "Suveh Sensi". >say suveh sensi You say "Suveh sensi". Your emotions feel confused. >say aveh sensi You say "Aveh sensi". Your emotions feel back to normal again. You feel something brush against you again. > turn page The fifth page says:

Anatomy, Physiology and Biology were among the

various subjects studied and perfected by the ethnic group known jointly as the Andira, who had more than a passing understanding of the Holistic nature of such endeavours. Medical advances of various and sundry kinds were invented by this group, and it must certainly be acknowledged that much of their skill and the knowledge they possessed far exceeds our own. The first letter in each line is written in silver, spelling "Aveh Haiak". >say aveh haiak You say "Aveh haiak". Your hands start feeling sticky. >touch hands Your hands feel sticky, just like the rest of you. Something briefly sticks to your shoe. >say suvek haiak => say suveh haiak You say "Suveh haiak".

The sixth page says:

>turn page

Your hands stop feeling sticky.

Ancient mathematics included concepts such as the

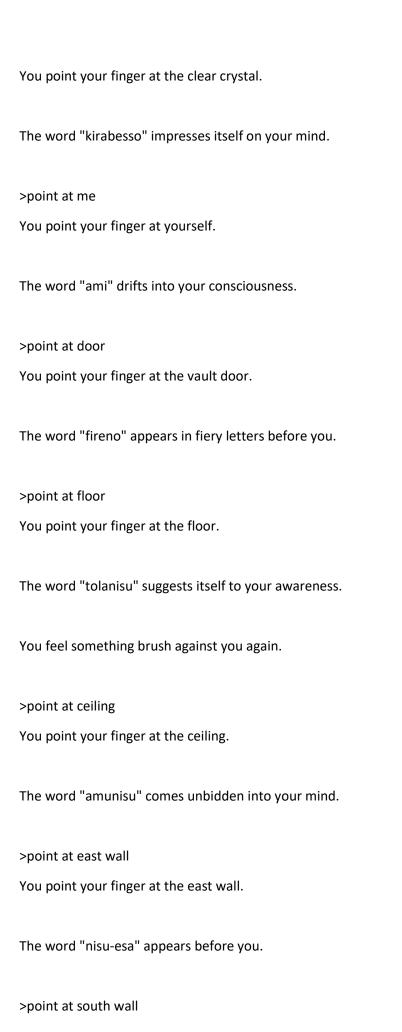
value of pi, the square root of two, and other
esoteric numbers; calculus and trigonometry; and
how to prove things in a rigorous, logical fashion.
Numbers in the Laodian culture were formed
using admirably simple rules (historian
x's claims to the contrary notwithstanding):
A value is doubled by prefixing it with "ma";
no value but zero ends with this syllable. If
it is prefixed with "to", double and add one.
"Matoto", for example, represents the number six,
as this is twice "toto", the number three; and
"to" alone is of course unity. It seems that no
other culture used this kind of representation.
The first letter in each line is written in silver, spelling "Aveh Nux Ani Mato".
>say aveh nux ani mato
You say "Aveh nux ani mato", and you feel a tingling sensation. Nothing unpleasant, but it is a bit strange.
>z
Time passes.
Something tickles your ankle.
>z
Time passes.
The light suddenly goes out, and you are in darkness once again.

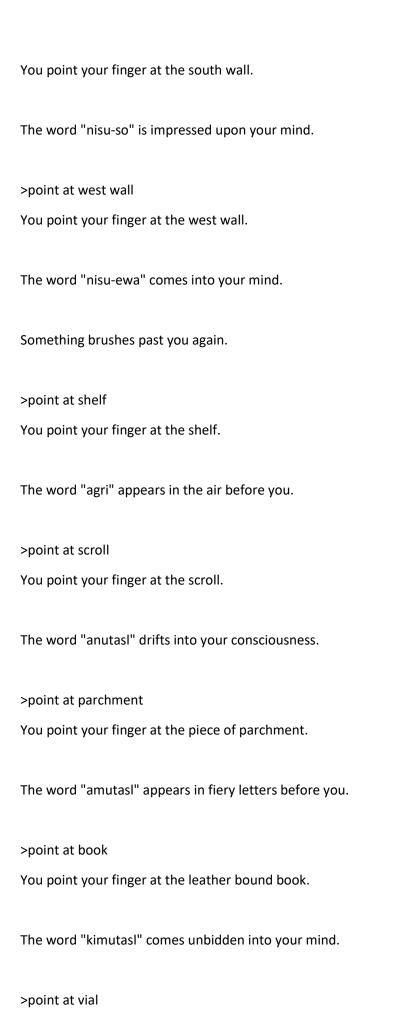
>say suveh nux ani mato

You say "Suveh nux ani mato", and you feel the tingling sensation again.

>7
Time passes.
>z
Time passes.
The room is filled with light.
>say aveh nux ani to
You say "Aveh nux ani to", and you feel the tingling sensation again.
[Your score has just gone up by 10%.]
>z
Time passes.
The light suddenly goes out, and you are in darkness once again.
Something tries to climb up your leg, then drops to the floor again.
>say suveh nux
You say "Suveh nux".
The room is filled with light.
>point at cage
You point your finger at the brass cage.
The crystal hums briefly, and the word "imoentar" dances in the air before you in fiery letters.

>point at crystal





You point your finger at the vial of liquid.
The word "siqui" is impressed upon your mind.
>point at creature
You don't know where it is now.
> aveh haiak tolanisu
You say "Aveh haiak tolanisu".
The floor starts feeling sticky, making it difficult to move around.
There is a twittering sound.
[Your score has just gone up by 10%.]
>listen
You think you can tell which part of the floor the twittering is coming from. You feel confident that you would find the source if you searched for it.
>search floor
There is an open brass cage on the floor.
You search around, and find a small furry thing that must be the invisible creature that escaped from the cage. It is stuck to the floor, and is twittering in annoyance.
You detach it from the floor and hold onto it firmly.
[Your score has just gone up by 5%.]
>touch creature
The creature feels matted and hairy.

>point at creature
You point your finger at the creature in your arms.
The word "ami" dances in the air before you in fiery letters the same word as for your body.
>put creature in cage
You put the invisible creature into the cage and close it.
>suveh haiak tolanisu
You say "Suveh haiak tolanisu".
The floor stops feeling sticky.
>suveh tia fireno ani matoto
You say "Suveh tia fireno ani matoto", and you feel the tingling sensation again.
>suveh tia fireno ani tomato
You say "Suveh tia fireno ani tomato", and you feel the tingling sensation again.
>aveh tia fireno ani tomato
You say "Aveh tia fireno ani tomato", and you feel the tingling sensation again.
Tou say Aven the fireflo and to mate , and you reer the thighing sensation again.
>aveh tia fireno ani mamato#
You say "Aveh tia fireno ani mamato#", but it feels wrong somehow.
>Aveh tia fireno ani mamato
You say "Aveh tia fireno ani mamato", and you feel the tingling sensation again.
>aveh tia fireno ani toto

You say "Aveh tia fireno ani toto", and you feel the tingling sensation again.

>aveh tia fireno ani mato
You say "Aveh tia fireno ani mato", and you feel the tingling sensation again.
The vault door becomes extremely cold.
This magical effect seems much stronger than all the others you have seen so far.
[Your score has just gone up by 10%.]
>z
Time passes.
The vault door gets a bit less cold.
>z
Time passes.
There is a loud "crack", and a huge split appears in the door. It goes from the top right corner to half way up the left side, forming a large triangular block separate from the rest of the door.
[Your score has just gone up by 20%.]
>x block
A triangular block of stone, split off from the rest of the door by a crack from the top right corner to the middle of the left side. It is leaning towards you slightly.
It is giving off intense heat.
>point at block
You point your finger at the triangular block.
The word "firenos" is impressed upon your mind.

>suveh tia fireno
You say "Suveh tia fireno".
The main section of the vault door cools slightly. It is probably OK to touch now.
>suveh tia fireno
You say "Suveh tia fireno".
The main section of the vault door stops being hot.
It come strongs that the main part of the deer can be perfectly normal while the triangular block is
It seems strange that the main part of the door can be perfectly normal while the triangular block is hot, but this is magic, after all.
>suveh tia firenos
You say "Suveh tia firenos".
The triangular block cools slightly. It is probably OK to touch now.
>suveh tia firenos
You say "Suveh tia firenos".
The triangular block stops being hot.
>push block
You try pushing the block, but it won't budge.
>pull block
You can't get a good enough grip on the block.
>save
Ok.

The block feels sticky.

>aveh madah firenos
You say "Aveh madah firenos".
You feel like something has happened.
>suveh madah firenos ani to
You say "Suveh madah firenos ani to", and you feel the tingling sensation again.
>suveh madah firenos
You say "Suveh madah firenos".
You feel like something has happened.
>pull block
You get a good grip on the block with your sticky hands and pull it towards you. It feels much lighter than normal stone, and it comes free! You pull it all the way out and drop it on the ground (although releasing it proves a little tricky) and say a few magic words to restore yourself to normal, and then crawl through the open hole into freedom.
[Your score has just gone up by 10%.]
[Press a key]
Rushing up the stairs, you find your master bound and gagged on a chair in the middle of the room. You quickly unbind him, but he offers no explanation.
You describe your entrapment in the vault and your means of escape, and your master raises his eyebrows in amazement. "My, my! I never knew you had it in you.

"It seems you managed to avoid destroying any of the objects in the vault -- many thanks. And you even managed to recapture my beastie. Wonderful! Such creatures are hard to come by, as you can

imagine.

"You have my deepest gratitude, not for this alone, but for rescuing me from my bonds. Well done! You have your master's praise."