

SHORT

Meadow
Meadow near tree
Treehouse
Cubicle
Small Room
Maze
Maze
Maze
Chest Room
Inside Chest
Mystery Room
Hall of the Sea
Catacomb
Turkish Bath
Garden
Greenhouse
Store Room
Hall of Tones
Chamber of Time
Slime Room
Library
Kitchen
Living Room
Foyer
Cubicle
Waterfall
Mine Field
Cubicle
Sewer Pipe
Treasure Room
Viper Pit
Front Yard
North of House
Burgerland
Hallway
Attic
Bathroom
Bedroom
Sitting Room
Cubicle
East-West Passage
Cold Room
Sandy Shore
@ EOR 1
Quicksand
Rocky Path
Base of Mountain
Archaeology Room
Chapel
Summit of Mountain
Expert Trail
Bunny Slope
Ski Shack
Cave
East-West Crawl
Strobe Room
Sewer Pipe
Wet Room
Reactor Room
Laboratory
Closet
Reactor
<REC?

MATRIX - SETS OF 8

1	1	1	2	0	0	0	0	1	1	1	1
3	0	0	0	0	4	0	0	0	2	4	0
3	0	0	0	0	0	0	3	9	0	14	0
14	0	0	0	0	0	6	7	6	6	0	0
7	8	7	0	55	7	0	0	7	8	0	8
8	11	0	0	6	5	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	20	19	12
0	0	0	0	0	0	11	13	0	0	0	0
0	0	12	0	0	0	0	0	0	0	15	5
15	5	0	0	16	0	0	14	0	14	0	0
23	15	0	17	0	0	0	0	@ EOR 1			
0	0	16	18	0	18	0	0	0	0	17	19
17	0	0	0	0	0	18	11	0	0	0	0
11	26	0	0	0	0	0	0	0	6	22	0
0	0	0	0	0	23	0	21	0	0	0	0
22	16	24	6	0	0	0	0	35	25	32	23
35	0	25	0	24	0	0	0	0	0	0	24
20	28	0	27	0	0	28	0	0	29	26	0
0	0	0	0	26	0	0	0	0	0	0	26
27	56	0	0	0	30	0	0	0	0	0	0
29	0	0	0	32	0	0	0	32	0	0	32
33	31	1	24	0	31	24	0	@ EOR 2			
34	32	1	1	0	0	0	0	63	33	1	1
0	0	0	0	39	0	36	37	36	24	0	0
0	0	0	0	0	35	0	0	38	0	35	0
0	0	0	0	0	37	39	0	0	0	0	0
0	35	40	38	0	0	40	0	0	0	0	39
0	0	0	39	42	0	30	43	0	42	0	0
0	41	0	0	41	0	0	0	0	0	41	44
0	0	0	0	0	0	43	45	0	0	0	0
47	46	44	0	0	0	0	0	45	0	0	0
0	0	0	0	48	45	0	0	0	0	0	0
0	45	0	0	0	0	0	0	@ EOR 3			
50	51	0	52	0	0	52	0	0	49	0	0
0	0	0	0	49	0	0	0	0	0	0	0
0	0	49	0	0	53	0	49	0	0	54	0
52	0	0	0	0	0	13	53	0	0	0	0
0	0	0	0	0	7	0	0	29	56	0	0
0	0	0	0	59	58	60	0	0	0	0	0
57	0	0	0	0	0	0	0	0	57	62	0
0	0	0	0	0	0	0	57	0	0	0	0
58	0	0	0	0	0	0	0	0	0	0	59
0	0	0	0	1	34	1	1	0	64	0	0
0	0	0	0	63	0	0	0	@ EOR 4			
0	0	0	0	0	0	0	64	0	0	0	0
67	0	0	0	0	0	0	0	0	66	0	0

<REC?

/lamp /lantern/light/@Battery-powered lamp
 /keys /set /iron /@Set of iron keys
 /chest/trunk/@Dusty oak chest
 /jewel/diamond/gem /@Sparkling diamond jewelry
 /gold /nugget/@Dazzling nugget of gold
 /tree /oak /carvings/@Small structure in the tree
 /witch/hag /@Wrinkly old witch
 /lever/@Black 6-inch lever embedded in the wall of the cubicle
 /girl /woman/@Sexy young girl
 /pearl/@Perfectly round pearl
 /note /@Obscure, wrinkled note
 /cello/Stradivarius/@Stradivarius cello
 @ EOR 1
 /watch/timepiece/@Finely-crafted Swiss timepiece
 /parchment/map /@Ancient piece of parchment
 /vase /Ming /@Delicate Ming vase
 /staff/rod /wand /@Three-foot long staff
 /coins/coin /@Set of very rare coins
 /knife/butcher/@Sharp butcher's knife
 /slime/ooze /@Threatening mass of slime on the floor
 /stool/footstool/foot stool/@Soft, velvet foot stool
 /flask/bottle/@Transparent glass flask
 /hills/mine /mines/hill /dirt /@Great number of little dirt hills
 /beast/gorilla/@Huge gorilla-like beast
 @ EOR 2
 /cylinder/crystal/white/@White crystal cylinder
 /zarka/@Horrible Zarka
 /globe/sphere/coating/@Shining Platinum globe with readable coating
 /snake/viper/@Hungry looking black snake
 /rocks/stones/rock /@Wall of large rocks blocking your exit
 /fries/french things/@Large order of french fries
 /plate/dinner/@Burgerland dinner plate
 /fish /filet/sandwich/@Filet-o-fish sandwich
 /clown/@Odd clown with red hair and yellow overalls
 /spray/disinfectant/can /@Can of disinfectant spray
 @ EOR 3
 /pizza/slice/@Generous slice of pizza
 /bed /@King-size bed
 /john /toilet/@Porcelain Toilet
 /tub /bathtub/bath /@Old-fashioned bathtub
 /book /yellow/@Tiny yellow book with a broken binding
 /computer/machine/Trinity-3000/@Large machine
 /knob /red /@Small red knob on the machine
 /label/sign /tan /@Tiny tan label on the machine
 /ring /emerald/wedding/@Emerald wedding ring
 /block/brick/dry ice/ice /@Steamy white brick-like block
 /water/H2O /@Clear water [in waterfall]
 @ EOR 4
 /door /wooden thing/@Stately wooden door
 /glove/mitten/work /@Leather work glove
 /disc /disk /saucer/silver/@Silver disc with markings
 /board/bulletin/notice/@Immense bulletin board
 /post /signpost/@Signpost partially covered with snow
 /button/key /beige/@Beige button marked ~ HIGH VOLTAGE ~
 /lift /tram /contraption/gondola/@Strange contraption
 /spade/shovel/tool /@Dirty shovel
 /statue/jade /@Beautiful Jade statue
 /comb /brush/ivory/@Ivory-Handled Comb
 @ EOR 5

THINGS

/pieces/shards/pottery/@Worthless shards of pottery
/sapphire/@Flawless blue sapphire
/platform/dias /@Low platform
/grate/grating/@Small grating on the southern wall
/slabs/@Metal insulation slabs

/wheel/@Large wheel mounted on the platform

/boots/boot /rubber/@Yellow rubber boots

/cube /oxygum/gum /material/@Cube of pliable material

/nurse/@Menacing nurse with huge needle

/needle/amber/solution/@Sickening amber solution [in the needle]

@ EOR 6

/pillar/bronze/F /@Large black pillar with a bronze F near the top

/box /gate /slot /@Small box with a slot

/card /farecard/fare /@Card with a green F and a brown strip on it

/train/@Eighty-foot Froboliner train

/art /painting/picture/@Priceless painting of King Frobozz II

<REC?

OBJECT

SETS OF 2

3	5	6	4	9	500	53	30	10	60	2	500
11	-1	4	500	0	80	12	30	13	3	18	30
19	30	23	30	15	30	25	17	0	0	22	10
20	-1	17	30	0	7	27	8	29	-1	0	50
0	-1	30	60	31	-1	0	500	0	5	34	4
34	4	34	-1	37	8	22	5	38	500	37	500
37	500	21	5	48	500	48	500	48	500	0	30
42	5	26	5	54	500	36	5	52	30	49	500
46	500	46	500	46	500	47	10	0	40	39	20
0	18	61	75	58	500	58	500	58	500	58	500
60	0	55	5	62	-1	62	500	@ EOR 1			
63	500	64	500	38	8	64	500	67	70	<REC?	

COMMAND

ADCOMA

Take	Drop	Get off	Eat	Light
Get	Long	On	Off	Read
Kiss	Climb	North	South	East
West	Up	Down	In	Out
Kill	Inven	Turn on	Open	Close
Lock	Unloc	Argyl	Stab	Put
Break	Enter	Exit	Brief	Look
Push	Pull	Super	Allez	Play
Jump	Hop	Wave	Chop	Say
Go	Pick up	Walk	Run	Crawl
Leave	Quit	Score	Stop	Help
Bug	Save	Load	Find	Have Sex
Screw	Feed	Spray	Hit	Kick
Use	Sing	Swim	Speak	Call
Taste	Punch	Bite	Carry	Poke
Keep	Hide	Dig	Liste	Attac
Board	Launc	Throw	Burn	Toss
Turn off	Turn	Comb	Disem	Pray
Insert				

Type BUG to make comments, ask questions, etc..
By the way...SAVE and LOAD are now operational. To save a game in progress type SAVE when you see the prompt (>).

Welcome to Adventure II!
Do you want instructions? yes

This printout may be terminated by hitting the BREAK key.

HELP

Somewhere nearby is the land of Erehwon, a mysterious place filled with fantasy and magic. It is your task to explore this unknown region, requiring your physical skill and cunning to be at their peak. I will be your eyes and ears in this expedition, describing your surroundings and any points of interest that you happen to run across. Direct me with commands of one or two words. To move from one place to another, try words like NORTH, WEST, CLIMB, DOWN. To get a list of your current possessions use the word INVENTORY. All words, objects, etc. may be abbreviated to their first five letters; for example, type UNLOC for UNLOCK, INVEN for INVENTORY, and so forth.

The object of the game is to collect all of the valuables and to put them in the treehouse (you will find the treehouse soon).
Special words that do not affect the game but may help you:

- BRIEF: Prints a long description of each place you come to the first time, then only the name of the place thereafter.
- LONG: Prints a long description of your location every time you move from place to place.
- SUPER: Stands for SUPERBRIEF; means to print only the name of your location when you move.
- LOOK: Gives a long description of your location no matter which of the three print modes (SUPER, LONG, BRIEF) was specified.

You may manipulate special objects in Erehwon, such as a lamp you will find in the treehouse. Manipulation words include: TAKE, PUSH, EAT, KILL, WAVE. (There are MANY more!)

If you are having trouble moving or using an object, try anything that comes to mind, not just the commands listed here. Multiple commands on a line are separated thus: N. S. E. W. EAT TREE.

More help will be available here at a later time as the game develops further.

ADVENT

I'm terribly sorry, B002, but Adventure II is closed now.

Our hours are:

Monday-Friday	6:00 AM to 8:15 AM and after 3:00 PM
Weekends	Open all day

Only wizards are allowed on at this time. Are you a wizard?

YES

Prove it! Say the magic word!

Foo! You are nothing but a Clown!

Very well.

You are in a pit, a black, dark, deep pit, deeper than hell itself. Strange creatures, with faces too hideous to gaze upon perform a wild effigy over your body, screaming, and ripping your flesh. You scream with agony, but the torture persists. Suddenly, a cruel, sadistic voice yells 'Orcs, stop!' The creatures stop their ceremonies, and become silent. A low moaning is heard and you look and see 9 black robed figures entering the room, each one more hideous than the next, carrying blood stained swords. The Orcs begin a low, evil chant, so unmelodious that you scream in pain. At your scream, the lead priest emits a loud, horrible laugh, which causes you to go delirious with pain. But, at that moment when you begin to accept your dooms and sufferings, you hear a voice, laughing in malice at your sufferings. Two creatures enter the room, carrying a stone and a blood stained axe. One wears a crown set with jewels, dark, and lifeless, yet somehow still lovely. The head priest comes up to the terrible figure in black and says, 'My Lord Melkor, take this offering as our gift to you.' The figure that entered with the god now speaks in a hideous rasping voice, 'And by the power of this axe that your servant Sauron gives you, spill the blood of the sacrifice.' The one named Melkor emits a ear-piercing shriek, and a hideous laugh, which is echoed by the scores of his followers. He takes the axe, and raises above his head, and lowers it inches from your body. At your scream, he laughs again, and you, as your only defense cry, 'Ah Elbereth Gilthoniel, Eru, defeat the evil One. You hear a rumbling, and you fall unconscious. You awake to find yourself on System Communications rel 3.1 online

Scm is not available for use between 07:30 and 14:30 daily.

DONE