<Room Name= “Start”>

<Description Status >The room is too dark to make out</Description>

<Description Status = “Lit”>

You are standing on a cobblestone path, under a great marble causeway. The causeway yawns open to the East, and a small trap-door leading down to the West.

</Description>

<Command Verb= “Go”></Command>

<Command Verb= “Run”></Command>

<Command Verb= “Look”></Command>

<Exit Name = “East” Destination= “Entryway” State= “Open”>

<Description>A great marble causeway yawns open to the East.</Description>

<Command Verb= “Open”></Command>

<Command Verb= “Close”></Command>

<Command Verb= “Look”>

<Modifier></Modifier>

<Modifier>At</Modifier>

</Command>

</Exit>

<Exit Name = “West” Destination= “Waterfall” State= “Locked” />

<Item Name= “Skeleton.Key”>

<Description>a small golden skeleton key</Description>

<Command Verb= “Look”><Modifier>At</Modifier></Command>

<Command Verb= “Get”/>

<Command Verb= “Use”/>

<Command Verb= “Put”>

<Modifier>Down</Modifier>

<Modifier>In $item</Modifier>

</Command>

</Item>

<Character Name= “You”>

</Character>

</Room>

<Room Name= “Entryway”>

<Description>

You are standing beneath a great marble causeway, carved with strange figures. The bleached- white murals suggest some kind of ancient mythology, but something about the sinister forms depicted makes the hair on the back of your neck stand on end. There was once a path further down, but it has been blocked by a landslide.

</Description>

<Exit Name= “West”>

<Destination>Start</Destination>

</Exit>

<Command Verb= “Go”></Command>

<Command Verb= “Run”></Command>

<Command Verb= “Look”></Command>

<Monster Name= “Mouse”>

<Description>There is a small grey mouse scurrying about the rocky ground.

</Description>

<Command Verb= “Look”><Modifier>At</Modifier></Command>

<Command Verb= “Get”></Command>

<Command Verb= “Put”><Modifier>Down</Modifier></Command>

<Command Verb= “Attack”></Command>

</Monster>

</Room>

<Room Name= “Waterfall”>

<Description>

You are standing in a small cave overlooking a waterfall. There is a small staircase leading up towards the east, back to the cobblestone entryway. Cobwebs and dust fill the narrow path, and strange noises emanate from the darkness below.

</Description>

<Exit Name= “East”>

<Destination>Start</Destination>

</Exit>

<Command Verb= “Go”></Command>

<Command Verb= “Run”></Command>

<Command Verb= “Look”></Command>

<Monster Name= “Small.Shuggoth”>

<Description>Something horrific and undescribable stares at you with a multitude of black, beady eyestalks. It moves in the darkness, suggesting a shape that your mind refuses to fully comprehend. You feel anxious.</Description>

<Command Verb= “Look”><Modifier>At</Modifier></Command>

<Command Verb= “Attack”></Command>

</Monster>

</Room>