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| --- | --- |
| TROLL  A nasty-looking troll, brandishing a bloody axe, blocks all passages out of the room.  [An unconscious troll is sprawled on the floor. All passages out of the room are open.]  A troll is here.  (?)A pathetically babbling troll is here. | (talk to troll) The troll isn't much of a conversationalist.  (drop axe, then he takes it) The troll, angered and humiliated {now worried about this encounter}, recovers his weapon {bloody axe}. He appears to have an axe to grind with you.  (drop axe, then you take it) The troll, disarmed, cowers in terror, pleading for his life in the guttural tongue of the trolls.  (recover from unconscious) The troll stirs, quickly resuming a fighting stance.  (?) The troll scratches his head in confusion, then takes the axe.  (?) You would have to get the X first, and that seems unlikely.  (throw knife) The troll, who is remarkably coordinated, catches the OBJ and, being for the moment sated, throws it back. Fortunately, the troll has poor control, and the OBJ falls to the floor. He does not look pleased.  (throw other) The troll, who is remarkably coordinated, catches the OBJ and not having the most discriminating tastes, gleefully eats it.  (give item) The troll, who is not overly proud, graciously accepts the gift…   1. …and eats it hungrily. Poor troll, he dies from an internal hemorrhage and his carcass disappears in a sinister black fog. 2. … and not having the most discriminating tastes, gleefully eats it.   (take troll) The troll spits in your face, grunting "Better luck next time" in a rather barbarous accent.  (break troll) The troll laughs at your puny gesture.  (?) Every so often the troll says something, probably uncomplimentary, in his guttural tongue.  (hello) Unfortunately, the troll can't hear you.  (troll attack miss)   1. The troll swings his axe, but it misses. 2. The troll's axe barely misses your ear. 3. The axe sweeps past as you jump aside. 4. The axe crashes against the rock, throwing sparks!   (troll knock out)   1. The flat of the troll's axe hits you delicately on the head, knocking you out.   (troll kill)   1. *The troll lands a killing blow. You are dead.* 2. The troll neatly removes your head. 3. The troll's axe stroke cleaves you from the nave to the chops. 4. The troll's axe removes your head.   (troll light wound)   1. The axe gets you right in the side. Ouch! 2. The flat of the troll's axe skins across your forearm. 3. The troll's swing almost knocks you over as you barely parry in time. 4. The troll swings his axe, and it nicks your arm as you dodge.   (troll serious wound)   1. The troll charges, and his axe slashes you on your X arm. 2. The troll's axe swings down, gashing your shoulder 3. An axe stroke makes a deep wound in your leg. 4. *The troll sees a hole in your defense, and a lightning stroke opens a wound in your left side.*   (troll stagger)   1. The troll hits you with a glancing blow, and you are momentarily stunned. 2. The troll swings; the blade turns on your armor but crashes broadside into your head. 3. You stagger back under a hail of axe strokes. 4. The troll's mighty blow drops you to your knees.   (troll lose weapon)   1. The axe hits your X and knocks it spinning. 2. The troll swings, you parry, but the force of his blow knocks your X away. {The troll swings, you parry, but the force of his blow disarms you.} 3. The axe knocks your X out of your hand. It falls to the floor. 4. *The X is knocked out of your hands, but you parried the blow.*   (troll “he’s out”)   1. *The troll strikes at your unconscious form, but misses in his rage.* 2. The troll hesitates, fingering his axe. 3. The troll scratches his head ruminatively: Might you be magically protected, he wonders? 4. *The trolls seems afraid to approach your crumpled form.*   (troll “sitting duck”)   1. Conquering his fears, the troll puts you to death. |
| CYCLOPS  A cyclops, who looks prepared to eat horses (much less mere adventurers), blocks the staircase. From his state of health, and the bloodstains on the walls, you gather that he is not very friendly, though he likes people.  [The cyclops is standing in the corner, eyeing you closely. I don't think he likes you very much. He looks extremely hungry, even for a cyclops.]  [The cyclops, having eaten the hot peppers, appears to be gasping. His enflamed tongue protrudes from his man-sized mouth.]  [The cyclops is sleeping blissfully at the foot of the stairs.]  [The cyclops is sleeping like a baby, albeit a very ugly one.]  [A hungry cyclops is standing at the foot of the stairs.] | (emits, in sequence order)   1. The cyclops seems somewhat agitated. 2. The cyclops appears to be getting more agitated. 3. The cyclops is moving about the room, looking for something. 4. The cyclops was looking for salt and pepper. No doubt they are {I think he is gathering} condiments for his upcoming snack. 5. The cyclops is moving toward you in an unfriendly manner. 6. (wait) You have two choices: 1. Leave 2. Become dinner. 7. The cyclops, tired of all of your games and trickery, grabs you firmly {, eats you}. As he licks his chops, he says "Mmm. Just like Mom used to make 'em." It's nice to be appreciated.   (Listen to) You can hear his stomach rumbling.  (tie) You cannot tie the cyclops, though he is fit to be tied.  (talk to) The cyclops prefers eating to making conversation.  (talk to) No use talking to him. He's fast asleep.  (take) The cyclops doesn't take kindly to being grabbed.  (poke)"Do you think I'm as stupid as my father was?", he says, dodging.  (attack) The cyclops shrugs but otherwise ignores your pitiful attempt.  *{(attack) The cyclops ignores all injury to his body with a shrug.}*  (give garlic) The cyclops is not so stupid as to eat THAT!  (give lunch) The cyclops says "Mmm Mmm. I love hot peppers! But oh, could I use a drink. Perhaps I could drink the blood of that thing." From the gleam in his eye, it could be surmised that you are "that thing".  (give bottle before giving lunch) The cyclops apparently is not thirsty and refuses your generous offer {your generosity}.  (give bottle after giving lunch) The cyclops takes the bottle, checks that it's open, and drinks the water. A moment later, he *looks tired* lets out a yawn that nearly blows you over, and then *quickly* falls fast asleep (what did you put in that drink, anyway?).  (give other) The cyclops may be hungry, but there is a limit.  (odysseus/ulysses) The cyclops, hearing the name of his father's deadly nemesis, flees the room by knocking down the wall on the east {north} of the room.  (odysseus elsewhere) Wasn't he a sailor?  (poke/wake up Cyclops) The cyclops yawns and stares at the thing that woke him up.  (Cyclops attack miss)   1. The Cyclops misses, but the backwash almost knocks you over. 2. The Cyclops rushes you, but runs into the wall. 3. *The Cyclops trips over his feet trying to get at you.* 4. *The Cyclops unleashes a roundhouse punch, but you have time to dodge.*   (Cyclops knock out)   1. *The Cyclops knocks you unconscious.* 2. The Cyclops sends you crashing to the floor, unconscious.   (Cyclops kill)   1. *The Cyclops raises his arms and crushes your skull.* 2. *The Cyclops has just essentially ripped you to shreds.* 3. *The Cyclops decks you. In fact, you are dead.* 4. The Cyclops breaks your neck with a massive smash.   (Cyclops light wound)   1. A quick punch, but it was only a glancing blow. 2. *The Cyclops grabs but you twist free, leaving part of your cloak.* 3. A glancing blow from the Cyclops' fist. 4. *The Cyclops chops at you with the side of his hand, and it connects, but not solidly.*   (Cyclops serious wound)   1. *The Cyclops gets a good grip and breaks your arm.* 2. The Cyclops almost knocks the wind out of you with a quick punch. 3. The monster smashes his huge fist into your chest, breaking several ribs. 4. *A flying drop kick breaks your jaw.* 5. *The Cyclops breaks your leg with a staggering blow.*   (Cyclops stagger)   1. *The Cyclops knocks you silly, and you reel back.* 2. *The Cyclops grabs you, and almost strangles you before you wiggle free, breathless.* 3. Heedless of your weapons, the Cyclops tosses you against the rock wall of the room. 4. The Cyclops lands a punch that knocks the wind out of you   (Cyclops lose weapon)   1. *The Cyclops grabs you by the arm, and you drop your X.* 2. *The Cyclops kicks your X out of your hand.* 3. The monster grabs you on the wrist, squeezes, and you drop your X in pain. 4. The Cyclops grabs your X, tastes it, and throws it to the ground in disgust.   (Cyclops “he’s out”)   1. *The Cyclops is so excited by his success that he neglects to kill you.* 2. *The Cyclops, momentarily overcome by remorse, holds back.* 3. The Cyclops seems unable to decide whether to broil or stew his dinner.   (Cyclops “sitting duck”)  The Cyclops, no sportsman, dispatches his unconscious victim. |
| THIEF  Someone carrying a large bag is casually leaning against one of the walls here. He does not speak, but it is clear from his aspect that the bag will be taken only over his dead body.  There is a suspicious-looking individual, holding a large bag, leaning against one wall. He is armed with a deadly stiletto.  There is a suspicious-looking individual, holding a bag, leaning against one wall. He is armed with a vicious-looking stiletto.  There is a suspicious-looking individual lying unconscious on the ground.  (examine)  The thief is a slippery character with beady eyes that flit back and forth. He carries, along with an unmistakable arrogance, a large bag over his shoulder and a vicious stiletto, whose blade is aimed menacingly in your direction. I'd watch out if I were you.  THIEF’S SACK | (take chalice) *Realizing just in time that* you'd be stabbed in the back first *if you attempted to take the chalice, you return to the fray.*  You feel a light finger-touch, and turning, notice a grinning figure holding a large bag in one hand and a stiletto in the other.  (thief rob)   1. A seedy-looking individual with a large bag just wandered through the room. On the way through, he quietly abstracted some valuables from the room and from your possession, mumbling something about "Doing unto others before... 2. The thief {other occupant} just left, still carrying his large bag. You may not have noticed that he robbed you blind first. 3. A "lean and hungry" gentleman just wandered through, carrying a large bag. Finding nothing of value, he left disgruntled. 4. The thief {The other occupant (he of the large bag)}, finding nothing of value, left disgusted   (thief takes room items)   1. The thief just left, still carrying his large bag. You may not have noticed that he appropriated the valuables in the room. 2. You hear, off in the distance, someone saying "My, I wonder what this fine X is doing here." 3. You suddenly notice that the OBJ has vanished.   (thief leaves room) The holder of the large bag just left, looking disgusted. Fortunately, he took nothing.  (thief leaves defeated in non-hideout fight) Your opponent, determining discretion to be the better part of valor, decides to terminate this little contretemps. With a rueful nod of his head, he steps backward into the gloom and disappears.  (thief drops items) The robber, rummaging through his bag, dropped a few items he found valueless. {The shadowy figure rummages through is large bag and drops some items on the ground.}  (if thief left, you have no light) The thief seems to have left you in the dark.  (recovering consciousness) Your proposed victim suddenly recovers consciousness.  (recovering consciousness) The robber revives, briefly feigning continued unconsciousness, and, when he sees his moment, scrambles away from you.  (take) Once you got him, what would you do with him?  (listen to) The thief says nothing, as you have not been formally introduced.  (give TREASURE) The thief is taken aback by your unexpected generosity, but accepts the OBJECT and stops to admire its beauty.  *(give brick) The thief seems rather offended by your offer. Do you think he's as stupid as you are?*  (give OTHER)The thief places the X in his bag and thanks you politely.  (throw knife) You missed. The thief makes no attempt to take the knife, though it would be a fine addition to the collection in his bag. He does seem angered by your attempt.  (throw OBJ at sleeping thief) You evidently frightened the robber, though you didn't hit him. He flees, [but the contents of his bag fall on the floor].  (hello, if unconscious) The thief, being temporarily incapacitated, is unable to acknowledge your greeting with his usual graciousness.  (?) The thief is a strong, silent type.  (thief attack miss)   1. The thief stabs nonchalantly with his stiletto and misses. 2. You dodge as the thief comes in low. 3. You parry a lightning thrust, and the thief salutes you with a grim nod. 4. The thief tries to sneak past your guard, but you twist away.   (thief knock out)   1. Shifting in the midst of a thrust, the thief knocks you unconscious with the haft of his stiletto. 2. The thief knocks you out.   (thief kill)   1. Finishing you off, the thief inserts his blade into your heart. *{Finishing you off, a lightning throw right to the heart.}* 2. *The stiletto severs your jugular. It looks like the end.* 3. The thief comes in from the side, feints, and inserts the blade into your ribs. 4. The thief bows formally, raises his stiletto, and with a wry grin, ends the battle and your life.   (thief light wound)   1. A quick thrust pinks your left arm, and blood starts to trickle down. 2. The thief draws blood, raking his stiletto across your arm. 3. The stiletto flashes faster than you can follow, and blood wells from your leg. 4. The thief slowly approaches, strikes like a snake, and leaves you wounded.   (thief serious wound)   1. The thief strikes like a snake! The resulting wound is serious. 2. The thief stabs a deep cut in your upper arm. 3. The stiletto touches your forehead, and the blood obscures your vision. 4. The thief strikes at your wrist, and suddenly your grip is slippery with blood.   (thief stagger)   1. The butt of his stiletto cracks you on the skull, and you stagger back. 2. *You are forced back, and trip over your own feet, falling heavily to the floor.* 3. The thief rams the haft of his blade into your stomach, leaving you out of breath. 4. The thief attacks, and you fall back desperately.   (thief lose weapon)   1. A long, theatrical slash. You catch it on your X, but the thief twists his knife, and the X goes flying. 2. The thief neatly flips your X out of your hands, and it drops to the floor. 3. You parry a low thrust, and your X slips out of your hand. 4. *Avoiding the thief's stiletto, you stumble to the floor, dropping your X.*   (thief “he’s out”)   1. The thief, a man of superior breeding, pauses for a moment to consider the propriety of finishing you off. *{The thief, a man of good breeding, refrains from attacking a helpless opponent.}* 2. The thief amuses himself by searching your pockets. 3. The thief entertains himself by rifling your pack.   (thief “sitting duck”)   1. *The thief, noticing you begin to stir, reluctantly finishes you off.* 2. The thief, forgetting his essentially genteel upbringing, cuts your throat. 3. The thief, *who is essentially* a pragmatist, dispatches you as a threat to his livelihood.   (recover dropped stiletto) The robber, somewhat surprised at this turn of events, nimbly retrieves his stiletto.  (you took dropped stiletto) Annoyed to be left unarmed in such an obviously dangerous neighborhood, the thief slips off into the shadows.  *(?) The thief knocks you out.*  As the thief dies, the power of his magic decreases, and his treasures reappear:  The chalice is now safe to take.  (?)His booty remains. {The booty from his bag remains.} |
| Stiletto  *There is a vicious-looking stiletto here.* |  |
| Beautiful Brass Bauble |  |
| Torch  Sitting on the pedestal is a flaming torch, made of ivory.  *There is an ivory torch here.* | (extinguish torch) You nearly burn your hand trying to extinguish the flame.  (burn) The torch is burning.  (pour water on) The water evaporates before it gets close. |
| *BURNED OUT IVORY TORCH* |  |
| *FREE BROCHURE*  *The free brochure contains: A Don Woods Stamp.* | *(read)*  *The mailing label on this glossy brochure from GUE Tech reads:*  *Intrepid Adventurer*  *c/o Local Dungeon Master*  *White House, GUE*  *From the Introduction:*  *The brochure describes, for the edification of the prospective student, the*  *stringent but wide-ranging curriculum of GUE Tech. Required courses are offered*  *in Ambition, Distraction, Uglification and Derision. The Humanities are not*  *slighted in this institution, as the student may register for Reeling and*  *Writhing, Mystery (Ancient and Modern), Seaography, and Drawling (which*  *includes Stretching and Fainting in Coils). Advanced students are expected to*  *learn Laughing and Grief.*  *William Barton Flathead, Founder*  *(The brochure continues in this vein for a few hundred more pages.)*  *Affixed loosely to the brochure is a small stamp.*  *(?)It's probably on the way.*  *(send again) Why? Do you need another one?* |
| *Don Woods Stamp*  *There is a Don Woods Commemorative stamp here.* | *(read) (DUNGEON HAS PICTURE)* |
| BRASS BELL / RED HOT *BRASS* BELL  *(int) Lying in a corner of the room is a small brass bell.*  *There is a small brass bell here.*  On the ground is a red hot bell. | (ring bell) Ding, dong.  (take) The bell is very hot and cannot be taken.  (ring) The bell is too hot to reach.  (ring with hands) The bell is too hot to touch.  (ring with other) The heat from the bell is too intense.  (pour water) The water cools the bell and is evaporated.  (wait) The bell appears to have cooled down. |
| GOLD COFFIN  The solid-gold coffin used for the burial of Ramses II is here. | *(?)The coil of rope is tied to Ramses II's gold coffin.* |
| SCEPTRE  An ornamented scepter, tapering to a sharp point, is here.  {A sharp stick, which appears to have been broken at one end, is here.}  {There is a broken sharp stick here.} | (wave) A dazzling display of color briefly emanates from the scepter. |
| PAIR OF CANDLES  On the two ends of the altar are burning candles.  *There are two candles here.* | The candles grow shorter.  The candles are becoming quite short. {The candles are very short.}  The candles won't last long now.  (light) Alas, there's not much left of the candles. Certainly not enough to burn.  *You have to light them with something that's burning, you know.*  The candles are already lit.  The candles are lit {lighted}.  The candles are not lighted.  The candles are burning.  The candles are out.  You realize, just in time, that the candles are already lighted.  (light with torch) The heat from the torch is so intense that the candles are vaporized.  (count) Let's see, how many objects in a pair? Don't tell me, I'll get it.  (extinguish) The flame is extinguished." |
| BLACK BOOK  On the altar is a large black book, open to page 569  *There is a large black book here.* | (read)  COMMANDMENT #12592  Oh ye who go about saying unto each: "Hello sailor":  Dost thou know the magnitude of thy sin before the gods?  Yea, verily, thou shalt be ground between two stones.  Shall the angry gods cast thy body into the whirlpool?  Surely, thy eye shall be put out with a sharp stick!  Even unto the ends of the earth shalt thou wander and  unto the land of the dead shalt thou be sent at last.  Surely thou shalt repent of thy cunning.  (Hello sailor) Nothing happens here.  (hello sailor x10) I think that phrase is getting a bit worn out.  (hello sailor x20) You seem to be repeating yourself.  (open book) The book is already open to page 569.  (Close book) As hard as you try, the book cannot be closed.  (?)Beside page 569, there is only one other page with any legible printing on it. Most of it is unreadable, but the subject seems to be the banishment of evil. Apparently, certain noises, lights, and prayers are efficacious in this regard.  (burn book) A booming voice says 'Wrong, cretin!' and you notice that you have turned into a pile of dust. How, I can't imagine. |
| *GRAIL*  *There is an extremely valuable (perhaps original) grail here.* |  |
| Platinum Bar  On the ground is a large platinum bar. | *(take) bar bar…* |
| TOUR GUIDEBOOK  Some guidebooks entitled "Flood Control Dam #3" are on the reception desk.  *There are tour guidebooks here.* | (read)  *Guide Book to*  Flood Control Dam #3  *Flood Control Dam #3 (*FCD#3*)* was constructed in year 783 of the Great Underground Empire to harness the *destructive power of the* mighty Frigid River. This work was supported by a grant of 37 million zorkmids from *the Central Bureaucracy and* your omnipotent local tyrant Lord Dimwit Flathead the Excessive. This impressive structure is composed of 370,000 {3.7} cubic feet of concrete, is 256 feet tall at the center, and 193 feet wide at the top. The lake {reservoir} created behind the dam has a volume of 1.7 {37} billion cubic feet, an area of 12 million square feet, and a shore line of 36 thousand feet.  *The construction of FCD#3 took 112 days from ground breaking to the dedication. It required a work force of 384 slaves, 34 slave drivers, 12 engineers, 2 turtle doves, and a partridge in a pear tree. The work was managed by a command team composed of 2345 bureaucrats, 2347 secretaries (at least two of whom can type), 12,256 paper shufflers, 52,469 rubber stampers, 245,193 red tape processors, and nearly one million dead trees.*  We will now point out some of the more interesting features of FCD#3 as we  conduct you on a guided tour of the facilities:  1) You start your tour here in the Dam Lobby.  You will notice on your right that.... |
| MATCHBOOK  There is a matchbook whose cover says "Visit Beautiful FCD#3" here. | (read)  (Close cover before striking *BKD*)  YOU too can make BIG MONEY in the exciting field of  PAPER SHUFFLING!  Mr. Anderson {TAA} of Muddle, Mass. says: "Before I took this course I was a lowly  bit twiddler. Now with what I learned at GUE Tech I feel really important and  can obfuscate and confuse with the best."  Dr. Blank {Mr. MARC} had this to say: "Ten short days ago all I could look forward to was  a dead-end job as a doctor. Now I have a promising future and make really big Zorkmids."  GUE Tech can't promise these fantastic results to everyone. But when you earn  Your *MDL* degree from GUE Tech, your future will be brighter.  *Send for our free brochure today.*  (count matches) You have 5 matches.  (light match) One of the matches starts to burn.  (light match) I'm afraid that you have run out of matches.  The matchbook isn't very interesting, except for what's written on it.  The match has gone out.  The match is out.  *(send for brochure) Ok, but you know the postal service...*  *(misc) There is a knocking sound from the front of the house.* |
| WRENCH |  |
| TUBE  There is an object which looks like a tube of toothpaste here. | (Read tube)  ---> Frobozz Magic Gunk Company <---  All-Purpose Gunk  (open tube) Opening the tube reveals a viscous material.  (squeeze tube) The viscous material oozes into your hand.  (squeeze tube) The tube is apparently empty.  (squeeze tube) The tube is closed.  (put in tube) The tube refuses to accept anything. |
| SCREWDRIVER |  |
| GUNK {VISCOUS MATERIAL}  *There is some gunk here.* | (grease?) The all-purpose gunk isn't a lubricant.  (brush) Well, you seem to have been brushing your teeth with some sort of glue. As a result, your mouth gets glued together (with your nose) and you die of respiratory failure. |
| PILE OF PLASTIC / MAGIC BOAT / PUNCTURED BOAT  There is a folded pile of plastic here which has a small valve attached.  *There is an inflated boat here. The boat contains: A tan label.*  *There is a pile of plastic here with a large hole in it.* | Read the label for the boat's instructions.  (?)Well done. The boat is repaired.  (if enter boat with scepter {stick}, nasty knife, sword, rusty knife, bloody axe, stiletto)  It seems that the OBJ didn't agree with the boat, as evidenced by the loud hissing noise issuing there from. With a pathetic sputter, the boat deflates, leaving you without.  Oops! Something sharp seems to have slipped and punctured the boat. The boat deflates to the sounds of hissing, sputtering, and cursing.  {There is a hissing sound and the boat deflates.}  (inflate plastic with pump) The boat inflates and appears seaworthy. [A tan label is lying inside the boat.]  (inflate plastic with pump) The boat must be on the ground to be inflated.  (inflate plastic) You don't have enough lung power to inflate it.  (inflate plastic) With a X? Surely you jest!  (inflate) Inflating it further would probably burst it.  (deflate) You can't deflate the boat while you're in it.  (deflate) The boat must be on the ground to be deflated.  (deflate) The boat deflates.  *(inflate boat with pump) This boat will not inflate since some moron put a hole in it.*  *(patch with gunk) Well done. The boat is repaired.*  *(deflate boat) Come on, now!* |
| CRYSTAL SKULL  Lying in one corner of the room is a beautifully carved crystal skull. It appears to be grinning at you rather nastily. |  |
| POT OF GOLD  At the end of the rainbow is a pot of gold. |  |
| SHOVEL  *There is a large shovel here.* | (dig) The ground is too hard for digging here |
| *HUNK OF BAT GUANO* | *(dig guano) You are digging into a pile of bat guano.*  *(dig guano) You seem to be getting knee deep in guano.*  *(dig guano) You are covered with bat turds, cretin.*  *(dig guano) This is getting you nowhere.* |
| BEAUTIFUL JEWELED SCARAB |  |
| CRYSTAL TRIDENT  On the shore lies Poseidon's own crystal trident.  *Poseidon’s own crystal trident is here.* |  |
| HAND-HELD AIR PUMP  *There is a small pump here.* |  |
| TRUNK OF JEWELS  (int) Lying half buried in the mud is an old trunk, bulging with jewels.  There is an old trunk here, bulging with assorted jewels. |  |
| TAN LABEL | (read)  !!!! FROBOZZ MAGIC BOAT COMPANY !!!!  Hello, Sailor!  Instructions for use:  *To get into boat, say 'Board'*  *To leave boat, say 'Disembark'*  To get into a body of water, say "Launch".  To get to shore, say "Land" or the direction in which you want to maneuver  the boat.  Warranty:  This boat is guaranteed against all defects *in parts and workmanship* for a period of 76 milliseconds from date of purchase or until first used, whichever comes first.  Warning:  This boat is made of thin plastic.  Good Luck! |
| RED BUOY  You notice something funny about the feel of the buoy.  *There is a red buoy here (probably a warning).* | (take) You notice something funny about the feel of the buoy.  (shake) It sounds like there is something inside the buoy.  (open) You open the buoy, revealing a large emerald. |
| LARGE EMERALD  *There is an emerald here.* |  |
| JADE FIGURINE  There is an exquisite jade figurine here. |  |
| *STATUE*  *There is a beautiful statue here.* |  |
| SAPPHIRE-ENCRUSTED BRACELET |  |
| SMALL PILE OF COAL  *There is a small heap of coal here.* |  |
| BROKEN TIMBER  *There is a wooden timber on the ground here.* |  |
| *ROPE TIED TO BROKEN TIMBER*  *The coil of rope is tied to the wooden timber.*  *(slide room desc) A broken timber is lying on the ground here. Tied to it is a piece of rope, which is dangling down the slide.* | *(take) The rope comes loose as you take the broken timber.*  *(tie rope to timber at slide) The rope dangles down the slide.*  *(tie rope to timber at shaft room) The rope dangles down into the darkness.*  *(tie rope to timber elsewhere) The rope drops gently to the floor below.*  *(?) It is too clumsy when you are carrying it.* |
| LARGE DIAMOND {HUGE DIAMOND}  There is an enormous diamond (perfectly cut) here. |  |
| *BUNCH OF COKE BOTTLES*  *There is a large pile of empty Coke bottles here, evidently produced by the implementers during their long struggle to win totally.)*  *Many empty Coke bottles are here. Alas, they can't hold water.* | *(break) Congratulations! You've managed to break all those bottles. Fortunately for your feet, they were made of magic glass and disappear immediately.* |
| *STACK OF LISTINGS*  *There is a gigantic pile of line-printer output here. Although the paper once contained useful information, almost nothing can be distinguished now.*  *There is an enormous stack of line-printer paper here. It is barely readable.* | *(read)*  *<DEFINE FEEL-FREE (LOSER)*  *<TELL "FEEL FREE, CHOMPER!">>*  *...*  *The rest is, alas, unintelligible (as were the implementers).* |
| ANCIENT MAP  In the trophy case is an ancient parchment which appears to be a map. | (read)  The map shows a forest with three clearings. The largest clearing contains a house. Three paths leave the large clearing. One of these paths, leading southwest, is marked "To Stone Barrow". |