Terminus questions, Oliver Flatt

1. What are your options in the "SpellCastingAcademy"?

You can go to the practice room, get lessons, or bump into a hurrying student. You can also go back outside or home with cd ~

1. What does the "less" command do?

Interacts with items- for the welcome letter it prints the contents

1. What can you do with a "PracticeDummy"?

You can move it with mv into the box

1. What happens if someone tries to ‘mv’ a PracticeDummy that is no longer in the PracticeRoom?

It is no longer a valid item, and you get an error message

1. What do you see when you try to look into a box (ls Box)?

Only the dummies that you put there

1. What is in the "Green Meadow"?

There is no Green Meadow, but there is a pony in the Northern Meadow

1. Who is in the cave in the EasternMountains?

An Old Man, and a rat later

1. What do the OldManuscripts teach you to do?

Use help and a command

1. What is surprising about the rat?

It bites

1. Where are you brought to when you use the portal?

Outside a town square, in a different time

1. What do you learn when researching the dark wizard?

“Sudo” may be his only weakness

1. What does the vendor reveal when smiling?

A mouth full of gold teeth

1. Name two things you can interact with at the farm?

Ear Of Corn and Farmer, and AnotherEarOfCorn once you make it

1. What is in the cage?

A scared-looking kid