"Albtraum" by Albtraum Team

instructions is a room.

the description of instructions is "Hello. Welcome to Albtraum. You can walk through this world by using the words: go or walk 'direction' (north, northeast, east, southeast, south, southwest, west, northwest). Take things by using the word: take 'object'. Open doors by writing: unlock door. You can see the item's description by typing: look at 'object'. To begin the game write: go north"

the bedroom is north of instructions.

the bedroom is a room.

the description of bedroom is "The alarm rings. You are hearing the noisy sound of the alarm and you are not keen on starting the day right. Without energy. You are wondering what the reason for your existence is. In fact you know it obviously. The alarm still rings. Annoyed of the noisy penetrating sound you stretch your arm to stop the sound. Silence. Black frame. A picture is next to you an the shelf. The smell of your mouth is disgusting and you want to make it better by brushing your teeth. If you go north you will enter the livingroom."

A picture is in the bedroom.

the description of a picture is "A picture taken in summer. Four people. Two faces you saw long ago. Just memories of the past. You miss them both. Either do not exist anymore. Gone. Dead. Your Parents."

The livingroom is a room.

The livingroom is north of Bedroom.

the description of the livingroom is "You hear a female voice. Its Sharon talking to you. Sharon your Homeroboter. Through the speakers she wishes you a good morning and tells you to not forget your ticket in the bathroom. Behind you is an huge window with an overwhelming view over the city. Rushing cars and people. Proceed in the bustle. To the east is the bathroom. If you proceed north you walk to the ouside street."

the bathroom is a room.

the bathroom is east of the livingroom.

the description of the bathroom is "There's the ticket on the counter! You quickly brush your teeth. Now you're ready to start your day"

The counter is a thing.

The counter is scenery.

The counter is in the bathroom.

The counter is a supporter.

Instead of taking the counter:

stop the action.

the ticket is a thing.

the ticket is on the counter.

the ticket unlocks iron door and sling door.

the description of the ticket is "The ticket is your key to the city. You need it for every building you enter!"

Iron door is a door.

Iron door is closed.

Iron door is locked.

Iron door can be locked or unlocked.

Iron door is north of the livingroom and south of the street.

The street is a room. the street is north of the iron door.

the description of the street is "You are on a Street. Like every morning the street is overlooked with people. They run hectically in all directions and pay no attention to you. Above the road in the air the cars fly silently to their destinations. Now and then you can hear a horn followed by a cursing. [paragraph break] There are small garbage robots around you on the sidewalk.[paragraph break] On the trees along the road you can see small birds chirping happily.[paragraph break] You walk past the street sign and see your workstation to the east. Go to it."

Robots are scenery in the street. understand "robot" as robots.The description is "The clever robots roll through the crowd and pick up discarded garbage. They push it into their mouth where it gets immediately crushed. "

Sign is scenery in the street. The description is "you can read the name Kailuastreet".

the buildingreception is a room.

the buildingreception is east of the street.

the description is "you enter the reception of your workplace.[paragraph break] You are working for the Service contracter called SolarTec. Your company´s task is to analyse the data collected from the energy source and taking care of it by supervising with the pre-installed cameras. [paragraph break]"

Maria is a woman. Maria is in the buildingreception. "Maria is sitting behind the reception desk looking busy." The description is "She holds a mobile phone in her hand while writing something down."

Talking to is an action applying to one visible thing. Understand "talk to [someone]" as talking to.

Instead of talking to Maria:

say "you try to talk to her. But she ignores you."

Sling door is a door."There is a glass sling door[if player is in the buildingreception]It is next to the desk.[otherwise] which you already entered[end if]."

The description is "The Sling Door opens only for employee of the company. To open it you need your ticket."

Sling door is closed.

Sling door is locked.

Sling door can be locked or unlocked.

Sling door is south of the buildingreception and north of the workplace.

Workplace is a room. the workplace is south of the sling door. the description of Workplace is "you enter your workplace. your collegues are already there."

Collegues is a man. Collegues is in the workplace. "They are sitting on their chairs and doing their work." The description is "Your collegues are so fokused on their work, they don't even recognize that you entered the room."Understand "collegue" as collegues.

the monitor is a scenery in the workplace. The description is "on the monitor you can observe the different cameras in the area. To start your work you have to change the camera view"

The chair is an open enterable container in the workplace."At the end of the room is one empty chair. It's yours." The description is "Over the chair hovers a digital monitor. Your work is to observe the area throug cameras which you can see on your monitor." It is fixed in place.

changing is an action applying to one visible thing. Understand "change [something]" as changing.

camera view is scenery in the workplace.

Instead of changing camera view:

say "you have to push the monitor."

Instead of pushing monitor for the first time:

say "you switch to another camera. nothing special is going on there. keep on."

Instead of pushing monitor for the second time:

say "You worked now for 5 hours. It's time for a break."

Monitor is a man. The description is "on the monitor you can observe the different cameras in the area. To start your work you have to change the camera view"

The monitor carries a coin. The coin is edible.

Instead of pushing monitor for the second time:

if the player carries a ticket, say "You worked now for 5 hours. It's time for a break.";

now the player carries the coin;

the energysource is a room.

the energysource is north of the street.

the description of the energysource is "The tower has a rounded shape. There are flowers in all colors, which are arranged in beds. There is a small fountain and some benches to relax. If you look around you see that the whole place is monitored by video cameras. In addition, there is always a full armored guard in front of the tower. [paragraph break]To the north you see a hospital. Your sisters stationed there. You should go and visit her.[paragraph break] To east you see the market. And to the west there is the street to the Foodsupplycenter."

Tower is scenery in the energysource. The description is "The city's energy source was built in the center as it supplies the electricity and is thus the most important element of this city. All other buildings were built around it. It is the center, all roads ultimately lead to it. The source is affectionately called sun by the residents, although their appearance is more like a brain. It is blue, has a rounded shape and beats like a heart. From time to time it shots electric rays but they are harmless. It is in a square glass container, which completely encloses it and which was fastened on a high tower."

The hospital is a room. The hospital is north of the energysource.

The printed name of hospital is "The Hospital." The description is "The symmetrie and pure perfection of the building fascinates you. At the reception you can get some informations"

The reception is a scenery in the hospital. The description is "Three women walking around and looking busy. At the left side of the reception are people waiting for the doctor. In front of you is a bell. At the right side you see two men talking about secretly.“

The bell is a thing.

The hospital is a room.

The bell is in The hospital.

Nelden is in The hospital.

Groy is in The hospital.

Nelden is a man. "Nelden is interested in what his friend is talking about." The description is "Nelden looks younger than the other guy."

Groy is a man. "Groy is leaning nonchalantly against a corner of the reception table pretending not to notice you." The description is "Groy talks a lot about how you can build a portelgun, therefore you have to go to the desert. But you are not sure you trust him."

Anilana is a woman. "Anilana can help you to find out in which room your sister is." The description is "Anilana wants to tell you, where you can find out in which room your sister is."

the room 304 is a room.

the room 304 is north of the hospital reception.

the description of the room 304 is "You see your sister laying on her bed. She looks weak and pale. You ask her:’Hello little sister, how are you?’ She does not respond. After a little while of silence she starts speaking under one´s breath:’Hey brother, i am a little bit tired, however, I am doing fine!’ ‚But can I beg you for something?‘ You:’Yeah, of course, everything you want!’

‚I did not have for a long time chocolate…I would like to eat chocolate again!‘ ‚That would make me happy!‘ ‚Could you find some chocolate for me?‘

You get excited and want to start right now searching for chocolate. ‚Yeah! I will find chocolate for you, the best chocolate of the town!‘

You go back into the center."

the slow street is a room.

the slow street is east of the energysource.

the description of the slow street is "you keep on walking"

the pub is a room.

the pub is north of the slow street.

the description of the pub is "The barkeeper looks at you with a blink of despite as you entered. A foggy mist complies the room. Jarring and psychodelic music penetrated your ears and starts to obscure your mind. Your heard that you could get anything you need or desire here – but you don´t know if it´s legal.

The counter is manufactured from massive dark wood, above it a couple of shelves with liquor. In front of it are eight stools offering seats for dubious characters. A pool table has been placed in the center of the room, some bench seats with tables alongside the wall with red opal glass windows and a small stage at the very end of the room. A band with strange looking instruments on this stage is responsible for the psychodelic music that provides the entire bar with a mystical flair. As you start looking through the room, your glance falls upon a door next to the counter – what might be behind it?

"

the blackmarket is a room.

the blackmarket is north of the pub.

the description of the blackmarket is "...."

the blacksmith is a room.

the blacksmith is south of the slow street.

the description of the blacksmith is "Everythings white. White tiles, white walls, white machines. In the center of the room is a big iron table. You approach it slowly. How does this work? A mechanical sound rips you out of your thoughts. 'Good evening. We are pleased to have you as our guest. What would you like to do?' The table moves into a horizontal position and a menu pops up. Do you just tip forging? How does it work?"

the station is a room.

the station is east of the slow street.

the description of the station is "You reach the train station

The station has the shape of a ball and is located 15 meters above the ground. The ball is held by some steel beams within are elevators. To get to the tracks you have to use them. This sometimes leads to traffic jams and long waiting times.

Glass pipes that run through the whole city end in the ball of the station. Located in the pipes are rails on which the electric trains drive.

Today, however, all trains are not working. The station seems dead.

You go to the elevators and press a button.

Nothing happens. Everything seems to have been paralyzed by the loss of the energy source.

What should you do now? You have to go to the station to get your tools, but how?

Either you look around you and may find another way up or you go back to the city and find somebody who could help you.

"

the desert is a room.

the desert is north of the station.

the description of the desert is "Nothing – as far as the eye can see. Dull, sparse and bleak are just some adjectives that can describe the lonely desert in your view. The great dunes are slowly increasing their heights and soon reaching a couple of hundret meters, always changing their looks because of wind and weather. In the distance, far beyong the desert, you can see the outlines of the train station and the city behind. Just a small oasis in the very center of the huge nothing interrupts the aweful monotony. A cheeky little piece of green, nothing more than a couple of palm trees, rocks and a little spring pond. According to an ancient legend, the origin of the modern human society and culture is located in the center of that little lake. The oasis itself may be the entrance to an already lapsed but yet not lost culture."

the fast street is a room. The fast street is west of the energysource.

the description of the fast street is "You arrive at the supermarket. Although it is still light, the supermarket sign, which hangs over huge automatic sliding doors, already shines in pink neon colors. The two-storey all-glass building in the form of a cube is crowded with people. They stream towards you through the front doors. You have to go north to get in."

the corner is a room. the corner is west of the fast street.

the description of the corner is "nothing special to see here"

figure is scenery in the corner. The description is "Before you can get any further, you hear a nasty bang."

Instead of taking figure: say "That's not possible".

Bang is scenery in the corner. The description is "Startled, you look up and see how the glass container shatters and the creature is meddling with the sun. In shock, you just stand there and watch as the being packs the energy source into a huge container and ties it to his back. You want to scream, but anything that comes out of your mouth is a scab."

Creature is scenery in the corner. The description is "The being hears this noise, turns in your direction and looks straight into your face.[paragraph break]

Although it's pretty dark you're scared, because what you see can not be true.[paragraph break]

You have never seen anything like it. The thing you see has a tail. A tail like a lizard. It is rather small, but it looks even stronger. It wears a cloak with a hood, so you can not see the face properly. But what you see are the eyes and they are yellow and glowing. His arms are strong and seem to be scarred.[paragraph break]

Before you can react, it turns away and jumps from the tower into the darkness and in the direction of the supermarket. [paragraph break]it's better to run fast to your sister in the hospital and tell her everything. It makes no sense to follow the creature as it is too fast."

Understand "being" as creature.

The supermarket is a room. The supermarket is north of the fast street.The description is " You meander through the crowds and enter the entrance hall on the ground floor. Immediately it gets really warm because the heating seems to have been set to a very high level. It sounds music from speakers, which makes it impossible to talk in a quiet volume.[paragraph break]You enter the lobby. It is a huge room with displays side by side. "

Displays is a man in the supermarket. "There are yellow markings on the floor that lead to the individual displays, so that you can get in the right line."

The description is "Behind the displays is a glass wall that separates the entrance area from the storeroom where food is stacked on large shelves. The two rooms are connected by pipes, which transport the food from the storeroom to the displays.[paragraph break]Finally. The people in front of you are done and leave. You go to the display, stretch your head forward and try to keep your eyes open. They get scanned and your account activates. A woman's voice says friendly: [paragraph break]Hello! Nice to see you. Please select the products you want to buy.[paragraph break]you have to give the display the coin´, than you will get the chocolate for your sister."

Understand "display" as displays.

The displays carries a chocolate. The chocolate is edible.

Instead of giving the coin to the displays:

if the player has a coin, say "you pay the chocolate and get it.";

otherwise say "you don't have enough money. Go back to work to own it";

now the displays carries the coin;

now the player carries the chocolate;

The parking spot is a room. It is west of the supermarket. The description is "You are now at the parking spot. Some cars are standing there. You wish to fly one too one day but you know that this is impossible. You will never earn enough money to buy a car. [paragraph break]

It is better to go back to the lobby."

Discovery is a scene. .Discovery begins when play begins. Discovery ends when player carries the chocolate.

Trigger event is a scene. trigger event begins when discovery ends.

Thief event is a scene . Thief event begins when player carries the chocolate.

figure event is a scene. figure event begins when player carries the chocolate.

When trigger event begins:

now the description of fast street is "you are glad to leave the supermarket. while walking on the street you imagine your sister's face when she gets the chocolate.";

When thief event begins:

now the description of the energysource is "As you go past the energy source again, you see a dark figure climbing the tower. That astonishes you. You look around but you can not see the guard or other people anywhere. Carefully you go a little closer.[paragraph break]Now you notice that there is another figure in front of the tower that does not move. "

When figure event begins:

now figure is in energysource;

now bang is in energysource;

now creature is in energysource;

Instead of eating the chocolate:

say "It's a magic chocolate, it transports you to another planet. Go find that son of a b&%$!.";

now the player is in dirtymine9.

the dirtymine12 is a room.

the dirtymine12 is east of the dirtymine9.

the description of the dirtymine12 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine11 is a room.

the dirtymine11 is west of the dirtymine10.

the description of the dirtymine11 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the crystal is the thing.

the crystal is in the dirtymine11.

the description of the crystal is "The beauty and symmetry of crystals have fascinated people for thousands of years. Somehow, they seem different from more ordinary matter. However, most solid objects are made of many tiny interlocking crystals."

the dirtymine10 is a room.

the dirtymine10 is north of the dirtymine9.

the description of the dirtymine10 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine9 is a room.

the dirtymine9 is east of the dirtymine8.

the description of the dirtymine9 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine8 is a room.

the dirtymine8 is north of the dirtymine7.

the description of the dirtymine8 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine7 is a room.

the dirtymine7 is west of the dirtymine6.

the description of the dirtymine7 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine6 is a room.

the dirtymine6 is west of the dirtymine3 and north of the dirtymine5.

the description of the dirtymine6 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine5 is a room.

the dirtymine5 is west of the dirtymine4 and south of the dirtymine6.

the description of the dirtymine5 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine4 is a room.

the dirtymine4 is south of the dirtymine3 and west of the dirtymine1.

the description of the dirtymine4 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine3 is a room.

the dirtymine3 is west of the dirtymine2.

the description of the dirtymine3 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine2 is a room.

the dirtymine2 is north of the dirtymine1.

the description of the dirtymine2 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine1 is a room.

the dirtymine1 is west of the dirtymine.

the description of the dirtymine1 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the dirtymine is a room.

the description of the dirtymine is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the brokenstreet is a room.

the brokenstreet is east of the dirtymine.

the description of the brokenstreet is "The cruel sun beat down, it's one malevolent eye unblinking, and the sky was it's co-conspirator with not even a wisp of cloud to soften the harsh rays. The lizards took shelter in the shadows of the rocks where the sand was not hot enough to roast them, but there was no shade large enough for us. Each step sunk into the searing sand, the air was thick and hazy, each breath like drowning in larva. Due to very dry conditions and poor soil quality in this area, only a limited number of plants can survive."

the brokenhall is a room.

the brokenhall is east of the brokenstreet.

the description of the brokenhall is "As you look down on the floor, you see yourself standing on a crowded street out of dark and grey brickstones. There is a sick, almost unhealty greenish grey smog surrounding the entire area. You find yourself standing in the middle of what might be the centre of a city, or something like that. All around the place are giant buildings, entirely made out of rusty metal with thousands of little lights glowing – each one for one small appartement. As you start looking around, you realize that you are not alone on the square. You can see the silhouettes of some people through the thick smog. Wait...has this guy three arms? No, you are just hallucinating from the gas filling your lungs... are you?"

the brokenbridge is a room.

the brokenbridge is north of the brokenhall.

the description of the brokenbridge is "A million years from now, when the rest of the city had crumbled, the bridge would probably remain like a fossilized bone. Despite all the rocks crumbling down at the sides it looks like it could hold you ... but should you really risk it?"

the brokenfabric is a room.

the brokenfabric is north of the brokenbridge.

the description of the brokenfabric is "The smell of rust creepes into your nose. It reeks of mustiness and mould. You hear the water dripping. Tiny little drops onto the wet and slippery floor. Bits of rust are hanging from the iron door. What once used to be a great barrier to keep people from walking into the great oven, is now just a glimpse of what used to be. The people here don't seem to mind the decay of everything. Somehow it seemes to be their way of life. Strange creatures."

The rusty door is a door.

The rusty door is locked.

The rusty door can be unlocked.

The rusty door is east of the brokenfabric and west of the brokenoven.

the controlroom is a room.

the controlroom is west of the brokenfabric.

the description of the controlroom is "It looks like a Control Room of large plants, but it doesn't seem to be a energy plant. Everythings broken now, but maybe a long time ago many Operators were working here."

Operatorinstructions is a scenery. Operatorinstructions is in the controlroom. the description is "Control Room Operators work in the control rooms of large plants, in particular power plants, where they monitor all of the operations of the plants to ensure that everything is working properly. Control Room Operators control the creation and flow of electricity from power plants to businesses, homes and factories. Control Room Operators work at all kinds of power plants, including coal, gas, nuclear, hydroelectric, and wind and solar power. As electricity usages declines and more people shift to alternate forms of energy, Control Room Operator jobs may be declining over the coming years."

the brokenoven is a room.

the brokenoven is east of the house.

the description of the brokenoven is "Its a very old room full of metal laying around and pipes crossing the room. Some pipes still let out a lot of steam, green poisones steam. The steam, the odor of gasoline are still strong. There are few lights from above showing some red rusty bulkheads. Your steps and voice echoes back and forth eerily."

the thief is a man.

the thief is in the brokenoven.

Instead of giving the crystal to the thief:

say "It's a magic crystal, it transports you back in time. Go find that son of a b&%$!.";

now the player is in mine9.

the brokentowerentrance is a room.

the brokentowerentrance is east of the brokenhall.

the description of the brokentowerentrance is "The ruins of an elaborate entrance which seemed to belong to a large building dominating the plane fields. Intricate stonework and molding decorates the inside of the edifice, while the outside is crumbling and has been over-run with moss and hanging plants. The rocky ground slopes gently upward to the left from the right corner. In the far right corner, barely visible to the naked eye, are two figures seemingly dressed in the fashion of the old traditional space travelers."

the metalhut is a room.

the metalhut is southeast of the brokenhall.

the description of the metalhut is "A huge mess – just stones laying around. You also see some remains of what maybe once could have been pillars but just cracked, destroyed or even gone. In the middle of the square is a huge crater which almost looks like a bomb has been dropped there. The also cracked remains of the walls are hardly holding up a massive dome out of yellow and brown glass above your head. It hase a big hole in the middle, just above the hole in the ground. As you look aroung you start to notice something that could have been chairs once in a while. At the end of the room, you can see something that looks like a lectern laying across a doorway. It seems like this place was left in quite a hurry.."

the hammer is a thing.

the hammer unlocks the rusty door.

the hammer is in the metalhut.

the dirtyhall is a room.

the dirtyhall is south of the brokenhall.

the description of the dirtyhall is "Broken pillars all over this big emtpy space. It seemed to be a great place. But now its dusty and the sand is crawling all over this haunting, deserted square. A big hole in the center, as black as the night, is devouring every sign of life. No people. No life. Nothing. Just loneliness and glimps of what used to be. Who where these people? What happened to this place? You need to find answers."

the mine12 is a room.

the mine12 is east of the mine9.

the description of the mine12 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine11 is a room.

the mine11 is west of the mine10.

the description of the mine11 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine10 is a room.

the mine10 is north of the mine9.

the description of the mine10 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine9 is a room.

the mine9 is east of the mine8.

the description of the mine9 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine8 is a room.

the mine8 is north of the mine7.

the description of the mine8 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine7 is a room.

the mine7 is west of the mine6.

the description of the mine7 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine6 is a room.

the mine6 is west of the mine3 and north of the mine5.

the description of the mine6 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine5 is a room.

the mine5 is west of the mine4 and south of the mine6.

the description of the mine5 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine4 is a room.

the mine4 is south of the mine3 and west of the mine1.

the description of the mine4 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine3 is a room.

the mine3 is west of the mine2.

the description of the mine3 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine2 is a room.

the mine2 is north of the mine1.

the description of the mine2 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine1 is a room.

the dirtymine1 is west of the mine.

the description of the mine1 is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the mine is a room.

the description of the mine is "In the old abandoned mine there is nothing but an echo and stagnation. There is no light, no movement of air, no warmth. With the flashlight beam on the old tracks they walk down into the mine that hasn't had the echo of footsteps within it for centuries. There is a mustiness, a sudden damp coldness and the natural light is all choked up behind them like ale behind a cork."

the prisonstreet is a room.

the prisonstreet is east of the mine.

the description of the prisonstreet is "There is a prison to the north. The people are walking to the east to see the presidents-speech."

The mountains is a scenery.

The mountains is in the prison street.

The description of the mountains is "The mountain is where time stops. The rock does not care for minutes or hours, it doesn't care for days and hardly for years. A mountain only regards the eons."

the hall is a room.

the hall is east of the prisonstreet.

the description of the hall is "A big hall with sunlight shining trough a big transparent dome. Many shops and people. Tubes running from this place to diffrent regions. Neonlights are praising good food and drinks. Everything seems brand new. The metal walls are shimmering silvery. Some tracks are running from the center into the tubes. A woman with a festive gown shooting towards the sky. You can hear her talking over a mobile connection device."

A festive woman is a person.

A festive woman is in the hall.

the description of A festive woman is "Yes darling, of course I will be at the grand square. Everyones there right now. I heard the president is a real cutie. Where are you? Aha. Yes let's meet at the Entrence. Bye"

the foodcorner is a room.

the foodcorner is south of the hall.

the description of the foodcorner is "The sun is shining directly into your eyes. You cover them with your hands. There is a tunnel with tracks. A sign is stating the direction of the police. Should you maybe get help there? But they would only put you back in jail. Many Workers with smiles on their faces and food in their hands are coming towards the center. Their are probably going to the presidents greeting too."

A worker is a person.

A worker is in the foodcorner.

the description of A worker is "Thank god this day is over. I can't wait to spend my money on some good Crystalbeer. Where? There's that illegal pub just behind the sleeping barracks. You can get any kind of stuff there. Hurry up, I don't want to miss the live transmission!"

the towercorner is a room.

the towercorner is east of the hall.

the description of the towercorner is "A shadow overcasts you. You look up. It's the big tower. Full with pipes and metals. It's probably a wonderful view from up there. A little girl is holding her mothers hand. She seems pretty excited. Is she going to see the president too?"

A little girl is a person.

A little girl is in the towercorner.

the description of A little girl is "I want to go on the Tower again. The view is fantastic. We've learned about it in school. It took over a decade. But hurry up! I don't want to miss the colorful reception. The president also has two children. A boy and a girl. Do you think they will also be there?"

the bridge is a room.

the bridge is north of the foodcorner.

the description of the bridge is "The crowd flowed down the wide bridge down to the city center. The mood of the people swirled in unseen currents beneath the dark surface of their faces. In a thousand strong men there wasn't a single smile or expression of doubt. The only sound was their feet on the aging rocks and the howl of the wind rising above them. Every one of them must have been feeling the first bite of winter through their tired clothes and worn boots. Ahead could be heard the blades of helicopters taking to the air. Its so crowded you can't seem to get through."

the landscape is a scenery. the landscape is in the bridge. the description of the landscape is "The landscape contains a winding river that passes by a group of ruined castles in the distance. In the foreground is a mass of trees on the left and groups of bushes and small trees in the center and right of the watercolor. The sky is misty with diffused light."

the towerdoor is a door.

the towerdoor is east of the towercorner and west of the towerentrance.

the towerdoor is closed.

the towerdoor is locked.

the towerdoor can be locked or unlocked.

the description of the towerdoor is "There's poison ivy all over the door."

the towerentrance is a room.

the towerentrance is east of the towerdoor.

the description of the towerentrance is "An elaborate entrance which belongs to a large tower. The only great, big and majestic building in the plane fields. Intricate stonework and molding decorates the inside of the edifice, while the outside is run with moss and hanging plants. The rocky ground slopes gently upward to the left from the right corner. In the far right corner, barely visible to the naked eye, are two figures seemingly dressed in the fashion of the old traditional space travelers."

the staircase is a room.

the staircase is east of the towerentrance.

the description of the staircase is "The stone staircase wound up in a tight spiral, so that the inner part of each step was so narrow and pointed it was impossible to use. It curled around to the right with no hand rail and only the narrowest of windows to provide light, which crept in gingerly as if unsure it was welcome. The stones were cold, even through my winter boots you can feel your body heat leaching out. Each step echoed around, emphasizing that you are the only one here."

the viewingpoint is a room.

the viewingpoint is north of the towerentrance.

the description of the viewingpoint is "heres your mother... dialog"

the dormitory is a room.

the dormitory is southeast of the hall.

the description of the dormitory is "The bunk-beds of cheap stripped pine with their rough canvas mattresses were jammed end to end on both sides of the long, drafty room. Without the beds it would seem quite cavernous, perhaps with it's stone floor and corniced ceiling it might even seem quite grand, but like this it was reminiscent of the economy section of some clapped out train carriage. At the end of the central aisle the light shone dimly through the grimy mullioned window onto the grey bedding and the grey, dusty floor. Outside to the horizon you could only see where the grey sky blended into the grey of the ocean displayed on a large monitor. If there was a color to sum up life in the dormitory, grey would be it; an anthem for their lives in those shabby grey uniforms eating grey food to the grey drone of pointless chatter"

the back door is south of the dormitory and north of the backroom.

the backroom is a room. the backroom is south of the back door.

the description of the backroom is "It's a small room without windows. It reeks of dust, Mice and hay. There is a key... what could it be used on?"

the woodenkey is a thing.

the woodenkey unlocks the towerdoor.

the woodenkey is in the backroom.

the entrancehall is a room.

the entrancehall is south of the foodcorner.

the description of the entrancehall is "This place is huge. And a massive croud is cheering for the president. You get pushed to side. Someone steps on your foot. Pain. It gets louder. Flags are being waved. It's a really big spectacle. You see a few buildings in the distance. The mountain, where the mines are. There is the tower. In its full beauty. Thinking that this is going to all be destroyed is unimaginable. The roof of the marketplace is shining bright in the sunlight. It's really hot. People are pushing forward. Shouting and screaming for their president. It seems to be very welcoming. In the middle of this place are many guards. A platform is flying to the center. A man is on top. The president. Who is he? You take a closer look, squinch your eyes. Is this possible? He looks like the man on your familyportrait. Could this be your father?"

the president is a scenery in the entrancehall. the description is "There is your father! You try to push through the crowd, but it's too dense. You shout and scream 'Father' but it just melts with the rest of the crowd. You should get moving."