You: "Yes... there it is, just across the pasture!"

(You: I'm visiting my former master who taught me everything I know about cartography. I was his apprentice until last year, when I went off to do my own work. Now I'm out here to visit him like he wanted me to, but it was a much longer journey than I remembered... and I've walked all the way from the last town!)

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

There is a steel sickle here.

>go to cottage

You can see the small cottage just fine from where you are.

>

Please enter a command.

>enter cottage

The flimsy door is secured shut.

>pick the lock

I don't see a lock here.

>use steel sickle

I don't know how to use.

>enter cottage with steel sickle

You can't enter the small cottage.

>l

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

There is a steel sickle here.

>sickle

I don't know how to sickle.

>take steel sickle

Taken.

>i

Your backpack contains:

A steel sickle

>enter cottage

The flimsy door is secured shut.

>enter cottage with steel sickle

You can't enter the small cottage.

>enter forest

Forest (east side):

A dense forest packed with trees that thins out in the east. The sun's rays shine through the branches above, and the fluttering leaves cast dancing shadows on the ground below and give the whole area an orange tint. The forest continues to the north, south, and west.

>go north

Forest (northeast corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go south

Forest (east side):

A dense forest packed with trees that thins out in the east. The sun's rays shine through the branches above, and the fluttering leaves cast dancing shadows on the ground below and give the whole area an orange tint. The forest continues to the north, south, and west.

>go south

Forest (southeast corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go west

Forest (southwest corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

You see a squirrel peeking its head out of a hollow in the bark on one of the trees.

>take squirrel

You can't take the squirrels' hollow!

>enter squirrels' hollow

You can't enter the squirrels' hollow.

>look in squirrels' hollow

There is a natural hollow in a tree's bark that is large enough to house small animals. Squirrels are living in it right now. Upon closer examination, it appears that there is a small metal object inside the hollow as well.

The squirrels' hollow contains:

A dirty key

Some cute squirrels

>take squirrels

The squirrels like their hollow much more than your backpack and refuse to join you.

>take key

Taken.

>enter cottage

There isn't a cottage here to enter.

>exit forest

Please specify which direction you want to go.

You can go north or east.

>go east

Forest (southeast corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go east

You can't go that way.

>go north

Forest (east side):

A dense forest packed with trees that thins out in the east. The sun's rays shine through the branches above, and the fluttering leaves cast dancing shadows on the ground below and give the whole area an orange tint. The forest continues to the north, south, and west.

>go east

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>go to cottage

You can see the small cottage just fine from where you are.

>enter cottage

The flimsy door is secured shut.

>enter cottage with key

You can't enter the small cottage.

>fuck you

I don't know how to fuck.

>take key

You already have the dirty key. Why are you trying to take it again?

>take key to cottage

You already have the dirty key. Why are you trying to take it again?

>examine key

A small key that is coated in dirt from being in the hollow in the bark for so long.

>remove dirt

You can't unequip the soft dirt.

>clean key

I don't know how to clean.

>wipe key

I don't know how to wipe.

>l

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>go west

Forest (east side):

A dense forest packed with trees that thins out in the east. The sun's rays shine through the branches above, and the fluttering leaves cast dancing shadows on the ground below and give the whole area an orange tint. The forest continues to the north, south, and west.

>go west

Forest (west side):

A dense forest packed with trees. You are currently on its western side. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go north

Forest (northwest corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go south

Forest (west side):

A dense forest packed with trees. You are currently on its western side. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go south

Forest (southwest corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

You see a squirrel peeking its head out of a hollow in the bark on one of the trees.

The squirrels' hollow contains:

Some cute squirrels

>go east

Forest (southeast corner):

A dense forest packed with trees. The fluttering leaves let just enough light through for you to avoid stumbling on the roots that line the ground.

>go north

Forest (east side):

A dense forest packed with trees that thins out in the east. The sun's rays shine through the branches above, and the fluttering leaves cast dancing shadows on the ground below and give the whole area an orange tint. The forest continues to the north, south, and west.

>go east

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>go south

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>go south

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>go to oak tree

You can see the oak tree just fine from where you are.

>enter oak tree

Treetop:

The top of the tall oak tree. It is only about 60 feet above the ground, but you feel like you can see for miles. An unlit brass lantern is hanging on the tree's highest branch.

>take lantern

Taken.

>cut tree down

You can't cut the Treetop.

>enter cottage

There isn't a cottage here to enter.

>leave tree

(go down)

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>dirt

I don't know how to dirt.

>enter dirt

You can't enter the soft dirt.

>enter cottage with lantern and key

You can't enter the small cottage.

>turn on lantern

I don't know how to turn.

>examine lantern

A brass lantern filled with fuel. It is not lit.

>light lantern

What do you want to light the brass lantern with?

>key

You can't light the brass lantern with the dirty key.

>light lantern

What do you want to light the brass lantern with?

>my hotness

I don't see a my here.

>l

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>go north

Wheat Field:

A large field of golden-brown wheat ready to be harvested. The pasture is to the south and a well worn path through the field continues to the north. Just standing here brings back memories of working long days with your former master.

>enter path

Path:

The north end of the path in the wheat field. There is a barn to the east. There is a chicken crossing the road.

The Question: "Why is the chicken crossing the road?"

You: "To enter the goddamn cottage"

The chicken runs away because it is obviously on its way to enter the goddamn cottage.

>come back chicken

I don't know how to come.

>enter barn

Barn:

Your master's old barn, which has now no animals inside. A lone haystack stands against the wall. You fondly recall days when you and your master would spend hours just talking while sitting in here with the animals.

There is a heavy crowbar here.

>examine haystack

A large haystack with excellent posture. Something within the haystack catches the light and shines briefly.

>examine haystack again

A large haystack with excellent posture. Something within the haystack catches the light and shines briefly.

>take haystack

You can't take the lone haystack!

>unstack the haystack

I don't know how to unstack.

>look through haystack

You rummage through the haystack and discover a small needle. Impressive!

The lone haystack contains:

A shiny needle

>take needle

Taken.

>examine needle

A shiny needle. It is amazing that you found this in the haystack.

>l

Barn:

Your master's old barn, which has now no animals inside. A lone haystack stands against the wall. You fondly recall days when you and your master would spend hours just talking while sitting in here with the animals.

There is a heavy crowbar here.

>examine crowbar

A very heavy crowbar that could easily pry apart boards.

>take crowbar

Taken.

>examine crowbar

A very heavy crowbar that could easily pry apart boards.

>exit barn

(go west)

Path:

The north end of the path in the wheat field. There is a barn to the east. There was a chicken crossing the road here earlier.

>enter cottage

There isn't a cottage here to enter.

>go south

Wheat Field:

A large field of golden-brown wheat ready to be harvested. The pasture is to the south and a well worn path through the field continues to the north. Just standing here brings back memories of working long days with your former master.

>enter cottage

There isn't a cottage here to enter.

>go south

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>enter cottage

The flimsy door is secured shut.

>enter cottage with crowbar

You can't enter the small cottage.

>crowbar needle key lantern enter cottage

I don't know how to crowbar.

>enter cottage crowbar

You can't enter the small cottage.

>break into cottage with crowbar

You can't destroy the small cottage with the heavy crowbar.

>break into cottage with key

You can't destroy the small cottage with the dirty key.

>sneak into cottage with crowbar

I don't know how to sneak.

>break lock with crowbar

You can't destroy the heavy crowbar.

>break door with crowbar

How rude! This is your master's house... and haven't you ever heard of knocking!?

>enter cottage

The flimsy door is secured shut.

>i don't give a damn my master is not here

Your backpack contains:

A heavy crowbar

A dirty key

A brass lantern

A shiny needle

A steel sickle

>knock on door

No response. How odd, your master is always at home this time of year and there is nothing hanging on the door to indicate that he is away. Maybe he's sleeping or somehow didn't hear you.

>knock on door

You knock on the door once again but still receive no response from inside. Perhaps it's time for some force.

>bang door with crowbar

I don't know how to bang.

>break door with crowbar

You violently smash the door and it collapses in a large cloud of dust. A small wave of guilt comes over you as you realize what you've done.

>enter cottage

Cottage:

Your master's cottage is comprised of one large but cozy room with wood and stone walls that are cluttered with maps. The windows let plenty of light into the house, making interior lighting unnecessary apart from the fireplace built into a wall. It is sparsely furnished, with your master's large oak desk beside the fireplace, a bed on the opposite wall, and a stove with a table and chairs in the corner. A soft rug rests neatly in the center of the wooden floor, completing the sense of order within the cottage--except for your master's absence.

>examine maps

A very old map drawn on parchment. Type "map" or "m" to view the map.

>m

(First taking the map)

Taken.

Type "map" or "m" to view the map. The button in the lower left corner works is also there for your convenience.

You look at the map.

>take map

You already have the map. Why are you trying to take it again?

>examine fireplace

A stone fireplace that provides light and heat during the nighttime. It is currently full of ashes and seems like it hasn't seen any use in some time. You and your master had some of your best conversations sitting on the rug in front of the fireplace's soft flames.

>use oil from lantern to reignite the fireplace

I don't know how to use.

>ignite fireplace

I don't know how to ignite.

>light fireplace

You can't light the fireplace.

>light fireplace with lantern

You can't light the fireplace with the brass lantern.

>examine ashes

I don't see an ashes here.

>examine fireplace

A stone fireplace that provides light and heat during the nighttime. It is currently full of ashes and seems like it hasn't seen any use in some time. You and your master had some of your best conversations sitting on the rug in front of the fireplace's soft flames.

>examine ashes

I don't see an ashes here.

>l

Cottage:

Your master's cottage is comprised of one large but cozy room with wood and stone walls that are cluttered with maps. The windows let plenty of light into the house, making interior lighting unnecessary apart from the fireplace built into a wall. It is sparsely furnished, with your master's large oak desk beside the fireplace, a bed on the opposite wall, and a stove with a table and chairs in the corner. A soft rug rests neatly in the center of the wooden floor, completing the sense of order within the cottage--except for your master's absence.

>examine desk

An antique oak desk that you used to spend a lot of time working at. All of its drawers are a bit loose.

>open drawers

The desk's drawers creak but reluctantly open.

The oak desk contains:

Some crumpled letters

A small matchbook

>examine letters

A few crumpled up letters addressed to your master. All but one appear to be written in the same handwriting. Type "read letters" to read their contents.

>read letters

(First taking the crumpled letters)

Taken.

The letters say... (finish this later! This could be integral to the plot)

>examine matchbook

A small book of matches with EV printed on the front.

>take matches

Taken.

>l

Cottage:

Your master's cottage is comprised of one large but cozy room with wood and stone walls that are cluttered with maps. The windows let plenty of light into the house, making interior lighting unnecessary apart from the fireplace built into a wall. It is sparsely furnished, with your master's large oak desk beside the fireplace, a bed on the opposite wall, and a stove with a table and chairs in the corner. A soft rug rests neatly in the center of the wooden floor, completing the sense of order within the cottage--except for your master's absence.

>light fireplace with matches

You can't light the fireplace with the small matchbook.

>light lantern with matches

You strike a match and light the lantern. It starts giving off bright light immediately.

>examine cottage

Cottage:

Your master's cottage is comprised of one large but cozy room with wood and stone walls that are cluttered with maps. The windows let plenty of light into the house, making interior lighting unnecessary apart from the fireplace built into a wall. It is sparsely furnished, with your master's large oak desk beside the fireplace, a bed on the opposite wall, and a stove with a table and chairs in the corner. A soft rug rests neatly in the center of the wooden floor, completing the sense of order within the cottage--except for your master's absence.

>examine bed

The bed is empty and unmade. Your master never was good about making his bed.

>make bed

I don't know how to make.

>examine stove

The kitchen area is where you used to eat nearly all of your meals during your apprenticeship.

>eat

What do you want to eat?

>food

I don't see a food here.

>:(

Try communicating with words rather than symbols and punctuation.

>examine table

The kitchen area is where you used to eat nearly all of your meals during your apprenticeship.

>examine chairs

The kitchen area is where you used to eat nearly all of your meals during your apprenticeship.

>examine rug

A soft and simple rug that complements the rest of the room with its welcoming appearance.

>take rug

You can't take the soft rug!

>examine walls

I don't see a walls here.

>examine floor

I don't see a floor here.

>l

Cottage:

Your master's cottage is comprised of one large but cozy room with wood and stone walls that are cluttered with maps. The windows let plenty of light into the house, making interior lighting unnecessary apart from the fireplace built into a wall. It is sparsely furnished, with your master's large oak desk beside the fireplace, a bed on the opposite wall, and a stove with a table and chairs in the corner. A soft rug rests neatly in the center of the wooden floor, completing the sense of order within the cottage--except for your master's absence.

>move rug

You move the rug to reveal more hardwood floor. What did you expect to find, a trapdoor?

>open windows

You can't open the window.

>i

Your backpack contains:

A heavy crowbar

A dirty key

A brass lantern (providing light)

Some crumpled letters

A map

A small matchbook

A shiny needle

A steel sickle

>cook

I don't know how to cook.

>eat food

I don't see a food here.

>leave cottage

(go west)

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>enter meadow

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>examine grass

I don't see a grass here.

>climb onto roof

I don't see an onto here.

>climb roof

I don't see a roof here.

>climb tree

Treetop:

The top of the tall oak tree. It is only about 60 feet above the ground, but you feel like you can see for miles. An unlit brass lantern is hanging on the tree's highest branch.

>jump onto roof

You spontaneously jump into the air but realize that it was pointless on your way down.

>enter forest

There isn't a forest here to enter.

>go west

You can't go that way.

>leave tree

(go down)

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>i

Your backpack contains:

A heavy crowbar

A dirty key

A brass lantern (providing light)

Some crumpled letters

A map

A small matchbook

A shiny needle

A steel sickle

>needle

I don't know how to needle.

>sickle

I don't know how to sickle.

>cut grass with sickle

You can't cut the steel sickle.

>go north

Wheat Field:

A large field of golden-brown wheat ready to be harvested. The pasture is to the south and a well worn path through the field continues to the north. Just standing here brings back memories of working long days with your former master.

>cut wheat with sickle

You neatly cut down several stalks of wheat with one swing and see a wooden crate in the middle of the patch.

The wheat contains:

A wooden crate

>examine crate

A sturdy wooden crate that is nailed shut.

>open crate

What do you want to open the wooden crate with?

>crowbar

You wedge the crowbar between two wooden planks and manage to pry the front of the crate open.

The wooden crate contains:

A shovel

>examine shovel

A pointed shovel with a wooden shaft. The letters EV are engraved on the handle.

>take shovel

Taken.

>dig

Digging here reveals nothing.

>go south

Pasture:

A sprawling grass meadow that becomes a wheat field at the north end but seems to continue endlessly in the south (and to think you walked all the way here!). Your master's thatched roof cottage is to the east with a large oak tree looming overhead. There is a forest to the west, and it's that lovely time of year when the leaves are just beginning to display their crisp autumn colors. The dirt here is quite soft.

>dig

After less than a minute of digging, you reveal an underground tunnel. Based on how loose the dirt was, it seems like it is still in use.

>enter tunnel

There isn't a tunnel here to enter.

>go down

Tunnel:

A narrow tunnel lined with roots. It extends into darkness in the east but light shines in through the exit above you.

>turn on lantern

I don't know how to turn.

>light lantern

You can't light the brass lantern.

>i

Your backpack contains:

A heavy crowbar

A dirty key

A brass lantern (providing light)

Some crumpled letters

A map

A small matchbook

A shiny needle

A shovel

A steel sickle

>go east

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>cut roots

You can't cut the roots.

>break roots

You can't destroy the roots.

>take stairs

You can't take the stairs!

>go up

Inside of Oak Tree:

The inside of the oak tree has been hollowed out and turned into a bedroom, complete with a bed, a large bookcase, and a chest in the corner.

>examine bed

A very comfortable looking bed that is for someone much shorter than you.

>sleep

You can't sleep standing up. What do you want to sleep in?

>sleep in bed

You sleep in the bed. Resting restores your health!

>examine bookcase

A large bookcase crammed with books that are written in some sort of Elvish language.

>examine books

The books seem interesting, but sadly you can't read them because you don't speak Elvish. Their multicolored bindings add a splash of color to the room

>learn books

I don't know how to learn.

>learn Elvish

I don't know how to learn.

>take books

You can't take the books!

>wh

I don't know how to wh.

>why

I don't know how to why.

>why

I don't know how to why.

>why

I don't know how to why.

>fuck

I don't know how to fuck.

>l

Inside of Oak Tree:

The inside of the oak tree has been hollowed out and turned into a bedroom, complete with a bed, a large bookcase, and a chest in the corner.

>examine chest

A large wooden chest that is securely locked.

>pick lock

I don't see a lock here.

>open chest

What do you want to open the wooden chest with?

>crowabr

I don't see a crowabr here.

>crowbar

I don't know how to crowbar.

>open chest with crowbar

You can't open the wooden chest with the heavy crowbar.

>open chest with needle

You can't open the wooden chest with the shiny needle.

>i

Your backpack contains:

A heavy crowbar

A dirty key

A brass lantern (providing light)

Some crumpled letters

A map

A small matchbook

A shiny needle

A shovel

A steel sickle

>open chest with key

The chest reluctantly unlocks, and the dirty key sticks in the lock.

The lid of the chest easily swings open.

The wooden chest contains:

Some clothes

Some gold coins

A leather-bound diary

>examine clothes

The clothes are very soft but they are too small for you.

>take clothes

Those clothes aren't yours! How would you feel if somebody came into your house and just started taking your clothes?

>examine coins

There are piles of gold coins in the chest. They are not yours.

>take coins

There is more to life than money.

>examine diary

A leather-bound, handmade diary. "EV" is embossed on the cover.

>examine diary

A leather-bound, handmade diary. "EV" is embossed on the cover.

>read diary

(First taking the leather-bound diary)

Taken.

As you take the diary, a hobbit walks in. Apparently this is his house and that is his chest. You find it rather curious that he lives inside of a tree, but you decide not to question him about the matter.

Hobbit: "Hello. How did you get in here?"

You: "Well, I came through a tunnel"

Hobbit: "Alright then. What are you doing here?"

You: "I am looking for my master"

You: "My name is James, by the way. Does anybody live in that house anymore?"

Hobbit: "Well, James, that goes back a long way. His name was Elessar Vardamir and he was one of the best cartographers around."

You: "I know! I was his apprentice for 10 years"

You: "We spent a lot of our time around that house."

Hobbit: "So that's who you are. Anyways, he would always go off on long journeys to expand his maps, but every time he would come back in time to harvest his wheat. I haven't seen him for months, but I'm getting concerned now that we're at the tail end of the harvest season."

You: "Hmm... I wonder what happened to him. We were really close because he taught me everything I know about cartography"

You: "Since I came all this way, we should try to find him!"

You decide to set out to find your master. The hobbit says that he will go with you!

>set out

I don't know how to set.

>talk to hobbit

Hobbit: "Hello. How did you get in here?"

You: "Well, I asdlkfj"

Hobbit: "Alright then. What are you doing here?"

You: "I am aw;eokrj"

You: "My name is James, by the way. Does anybody live in that house anymore?"

Hobbit: "Well, James, that goes back a long way. His name was Elessar Vardamir and he was one of the best cartographers around."

You: "I know! I was his apprentice for 10 a;lkdfjs"

You: "We spent a lot of our time around that house."

Hobbit: "So that's who you are. Anyways, he would always go off on long journeys to expand his maps, but every time he would come back in time to harvest his wheat. I haven't seen him for months, but I'm getting concerned now that we're at the tail end of the harvest season."

You: "Hmm... I wonder what happened to him. We were really close because he taught me everything I know about "

With nothing to say, you decide to hold your tongue.

The hobbit looks at you expectantly and seems like he wants to finish the conversation you two were just having.

>go down

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

The hobbit points out a secret passageway on the south wall that you didn't notice before.

Something went wrong behind the scenes: java.lang.NullPointerException

>s

Secret Passageway:

A tiny crawlway that was concealed behind some roots. The hobbit's home is to the north, and the exit is to the west.

>n

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>l

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>x hobbit

A friendly hobbit whom you met inside the oak tree. He is wearing a green vest and brown shorts.

>l

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>go south

Secret Passageway:

A tiny crawlway that was concealed behind some roots. The hobbit's home is to the north, and the exit is to the west.

>enter crawlway

Something went wrong: java.lang.reflect.InvocationTargetException

>enter secret passage

Something went wrong: java.lang.reflect.InvocationTargetException

>go west

Road:

A large road stretching from north to south. The tree with the secret passageway is to the east and a vineyard is to the west.

After several minutes of traveling through the cramped, winding passageway, you reach the exit and are immediately blinded by the sunlight. The hobbit, on the other hand, seems to be completely unaffected and excitedly looks around at everything before turning to talk to you. (This conversation is not written yet. An error may show up here--I am aware of this bug.)

Hobbit doesn't have anything to say.

>h

To move around in the world, just type a direction ("north", "south", "east", "west", "up", and "down" or n, s, e, w, u, d for short). If you forget which way to go, you can also usually type "enter" or "exit" along with the place you want to go to or from. To look around type "look" (l for short). To take items and carry them with you, type "take" and type "drop" to drop items from your inventory. Type "examine" or "x" to look at certain objects more closely and type "inventory" or "i" to see what items you have.

You can also save and load games with "save" and "load". If you are done playing, type "quit", or type "restart" to start a new game. You can toggle sound on/off with "sound". Some synonyms also work for most verbs, so don't worry if you forget exactly what to type. Try out other commands and see what happens! If you are stuck, look around!

Whenever you see ▶ moving back and forth below text, you may press ENTER to advance the text once you've finished reading.

To see this message again, just type "help" or "h".

>m

You look at the map.

>talk to hobbit

Hobbit doesn't have anything to say.

>

I beg your pardon?

>e

Secret Passageway:

A tiny crawlway that was concealed behind some roots. The hobbit's home is to the north, and the exit is to the west.

>n

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>s

Secret Passageway:

A tiny crawlway that was concealed behind some roots. The hobbit's home is to the north, and the exit is to the west.

>w

Road:

A large road stretching from north to south. The tree with the secret passageway is to the east and a vineyard is to the west.

>e

Secret Passageway:

A tiny crawlway that was concealed behind some roots. The hobbit's home is to the north, and the exit is to the west.

>n

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>u

Inside of Oak Tree:

The inside of the oak tree has been hollowed out and turned into a bedroom, complete with a bed, a large bookcase, and a chest in the corner.

The wooden chest contains:

Some clothes

Some gold coins

>d

Tunnel:

The east end of the tunnel. Roots make going further east impossible. There are stairs carved into the earth going up.

>s

Secret Passageway:

A tiny crawlway that was concealed behind some roots. The hobbit's home is to the north, and the exit is to the west.

>w

Road:

A large road stretching from north to south. The tree with the secret passageway is to the east and a vineyard is to the west.

>