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.

>collect

I don't know how to collect.

>take

(the steel sickle)

Taken.

>i

Your backpack contains:

A steel sickle

>go east

Even though it has no lock, the flimsy door is stuck shut.

>push

What do you want to move?

>push the door

The door won't budge no matter how hard you pull. Maybe your master will open it for you if you knock.

>pull door

The door won't budge no matter how hard you pull. Maybe your master will open it for you if you knock.

>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 harder

I don't see a harder here.

>knock on door

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

>run against door

I don't know how to run.

>break door

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.

>look

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

What do you want to enter?

>enter home

(go east)

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.

>take maps

Taken.

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

>map

You look at the map.

>x

What do you want to examine?

>x 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 drawer

The desk's drawers creak but reluctantly open.

The oak desk contains:

Some crumpled letters

A small matchbook

>x 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)

>x matchbook

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

>read book

I don't see a book here.

>take matchbook

Taken.

>light fireplace

You can't light the fireplace.

>x bed

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

>sleep

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

>bed

You sleep in the unmade bed. Resting restores your health!

>look

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.

>x 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?

>exit

(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.

>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 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 east

The forest gets too thick to continue east.

>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.

>talk to squirrel

Obviously you can't talk to the squirrels' hollow.

>follow squirrel

I don't know how to follow.

>climb tree

You can't climb the squirrels' hollow.

>map

You look at the map.

>go west

The forest gets too thick to continue west.

>x

What do you want to examine?

>x forest

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.

>x squirrel

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. Closer examination reveals 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.

>feed squirrels

I don't know how to feed.

>exit

Please specify which direction you want to go.

You can go north (to the Forest (west side)) or east (to the Forest (southeast corner)).

>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.

>examine roots

I don't see a roots here.

>examine ground

I don't see a ground here.

>go east

The forest gets too thick to continue east.

>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 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 north

The forest gets too thick to continue north.

>go east

The forest gets too thick to continue east.

>go west

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 west

The forest gets too thick to continue west.

>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 south

The forest gets too thick to continue south.

>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

There's no sense in going back the way you came. Besides, there's nothing of interest in the southern part of the pasture.

>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.

>harvest wheat

What do you want to harvest the wheat with?

>i

Your backpack contains:

A dirty key

Some crumpled letters

A map

A small matchbook

A steel sickle

>sickle

I don't know how to sickle.

>harvest wheat

What do you want to harvest the 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

>take crate

You can't take the wooden crate!

>burn crate

I don't know how to burn.

>examine crate

A sturdy wooden crate that is nailed shut.

>open crate

What do you want to open the wooden crate with?

>matches

You can't open the wooden crate with the small matchbook.

>open crate

What do you want to open the wooden crate with?

>kez

I don't see a kez here.

>kez

I don't know how to kez.

>key

I don't know how to key.

>open crate

What do you want to open the wooden crate with?

>open crate with keys

What do you want to open the wooden crate with?

>keys

I don't see a keys here.

>open crate

What do you want to open the wooden crate with?

>key

You can't open the wooden crate with the dirty key.

>open crate

What do you want to open the wooden crate with?

>sickle

You can't open the wooden crate with the steel sickle.

>i

Your backpack contains:

A dirty key

Some crumpled letters

A map

A small matchbook

A steel sickle

>exit

Please specify which direction you want to go.

You can go north (to the Path) or south (to the Pasture).

>north

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 find the master

The chicken runs away because it is obviously on its way to find the master.

>follow chicken

I don't know how to follow.

>eat chicken

I don't see a chicken here.

>go north

You can't go that way.

>go east

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.

>take crowbar

Taken.

>examine 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.

>light haystack

You can't light the lone haystack.

>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.

>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.

The wheat contains:

A wooden crate

>open crate

What do you want to open the wooden crate with?

>i

Your backpack contains:

A heavy crowbar

A dirty key

Some crumpled letters

A map

A small matchbook

A steel sickle

>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

>take shovel

Taken.

>dig

Digging here reveals nothing.

>go north

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.

>go east

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.

>examine haystack

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

>dig

Digging here reveals nothing.

>take thing

I don't see a thing here.

>examine something

I don't see a something here.

>x haystack

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

The lone haystack contains:

A shiny needle

>take needle

Taken.

>exit

(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.

>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.

The wheat contains:

A wooden crate

There is nothing in the wooden crate.

>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

(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.

>go east

It's too dark to go deeper into the tunnel.

>light match

You light a match but it quickly goes out.

>exit tunnel

Please specify which direction you want to go.

You can go east (to the Tunnel) or up (to the Pasture).

>up

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 east

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 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 rug

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

>i

Your backpack contains:

A heavy crowbar

A dirty key

Some crumpled letters

A map

A small matchbook

A shiny needle

A shovel

A steel sickle

>examine table

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

>examine table

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

>examine desk

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

There is nothing in the oak desk.

>exit

(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.

>examine oak tree

A massive oak tree that looks to be about 60 feet high. It has plenty of sturdy branches along its trunk, which makes it very suitable for climbing.

>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.

>take lantern

Taken.

>jump

You jump on the top of the tree, but the branches snap when you land on them. You fall 60 feet and die on impact. How foolish of you.

\*\*\*YOU HAVE DIED\*\*\*

Nice going. Maybe you should be more careful next time.

Would you like to start again? (yes or no): no

The game has finished. You may now close the window.