

Spellcasting 101: Spellcasters Get All the Girls

Transcript by Roody Yogurt

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Prologue

>look

Bedchamber

Your domain is the draftiest, cobwebbiest attic in the whole village of Port Gekko, its only adornment a plain writing desk. Two windows pierce the exterior wall on the south side of the room. A small smelly room lies to the north, and a heavy, closed door dominates the western wall. Opposite the heavy door is a large fireplace whose crackling fire fails to conquer the room's chilly drafts.

In the corner is a pile of rotting hay -- the only thing you have that passes for a bed.

>search hay

The hay is disgusting and riddled with thousands of tiny bugs
[just like this game].

>move hay

You move the pile of hay but nothing interesting happens.

>examine door

It is a sturdy wooden door, barred from the outside.

You hear some footsteps on the stair.

>see hay

[I'm not familiar with the word "see."]

>see barred door

[The word "see" is not in my vocabulary.]

>verbose

Verbose descriptions.

>listen

The fire crackles in the fireplace.

The footsteps are getting closer.

>examine fireplace

It is a simple brick fireplace with a wide chimney leading into the rafters. A fire crackles in the fireplace, casting dancing shadows onto the walls, but failing to stay the drafty coldness of the bedchamber.

The bedchamber door bursts open and in swaggers your stepfather, Joey Rottenwood, a wiry mousetrap of a man. His reflexes and muscles have been honed by a lifetime of barroom brawls. He has one of those faces that never looks as though it can produce a smile, but then on those occasions when it does, you wish mightily that it hadn't.

Rottenwood jerks open the writing desk and grabs the application. He hurls it to the floor, bellowing, "You are NOT going to become a wimp of a wizard, you little creep. In fact, I've just this day bonded you in servitude to an old pal in the Dragon Tending Guild. He'll be collecting your miserable little

hide in three hours. You'll spend the next seven years becoming a man... picking parasites out of dragon scales, carting away dragon dung, rebuilding charred cages... It'll build character! It'll build muscles! Lord knows you could use some." He whirls and slams the door behind him. A scrape and subsequent clank tells you that the door has been re-barred.

>see writing desk

[The word "see" is not in my vocabulary.]

>examine writing desk

The desk is an old, flimsy affair, with all the defects of an antique without any of its charm. It's here only because Rottenwood is too lazy to lug it away to the dump. It has a solitary drawer.

>open drawer

You open the writing desk and discover a love note.

>get love note

You take the love note from the writing desk.

>examine love note

The note is nervously scrawled in your own writing:

"Dearest Lola,

I am a secret admirer. For years, I have worshipped you from afar. I am not worthy of your attention yet, but shortly I leave for Sorcerer U, and when I have become a great and powerful wizard, I will return to claim you. Please wait for me, my little treasure chest.

-- Ernie Eaglebeak"

>see love note

[Sorry, I don't know the word "see"; I'm just a dumb, underpaid parser.]

>take love note

You already have the love note.

>take application

You take the application.

>read it

This is your partially-completed application to Sorcerer U. In addition to the typical biographical data, it contains some essay and other special questions:

"WHY DO YOU WANT TO BE A SORCERER?

I've always been interested in magic and how it can be used to improve the world. Also, Sorcerers get all the girls.

WHAT SPECIAL QUALIFICATIONS DO YOU HAVE?

☐ I've been on a Quest

☐ My Father is/was a Sorcerer

☐ My Uncle is/was a Sorcerer

☐ I have Sorcery Liability Insurance

☒ I have an evil stepfather

☐ I was raised by dragons"

>look

Bedchamber

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In the corner is a pile of rotting hay -- the only thing you have that passes for a bed.

>put hay in fire

[Taking the pile of hay first.]

The pile of hay catches fire and burns up.

>look

Bedchamber

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room. A small smelly room lies to the north, and a heavy, closed door dominates the western wall. Opposite the heavy door is a large fireplace whose crackling fire fails to conquer the room's chilly drafts.

>undo

[Undone.]

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>undo

[You can't use "undo" after that.]

>n

Potty Chamber

This is a small, dirty closet with an exit to the bedchamber to the south. On the opposite wall is a tiny door, which is closed.

>see tiny door

[You can't use the word "see" in this game.]

>examine tiny door

The tiny door is shabbily constructed of thin wooden slats; the hinges are pretty rusted. The door isn't even as tall as you -- and you're no Johnny the Giant. The tiny door is closed.

>open tiny door

The tiny door creaks slowly, ominously open. A putrid odor assaults your nostrils, and you discover a little nook. There's a potty on the floor of the nook; a spider web hangs above it.

> see potty

[You can't use the word "see" in this game.]

>see spider web

[You can't use the word "see" in this game.]

>examine spider web

I wouldn't want to live there, but a spider would probably call it "Home Sweet Home."

>examine potty

Yecchhh! Let's just say the potty's filled with both liquids and solids of the sort that schoolchildren will never cease to joke about. This game, of course, would never stoop to such depths of immaturity.

>get potty

As you move the potty, some of the contents splash onto your arms. Ooooh, gross! Cooties! Cooties! [Okay, so I lied about not stooping to depths of immaturity.] Moving the potty reveals a metal grate on the floor of the nook, for the purpose of waste disposal. It also reveals a somewhat surprised spider.

>s

Bedchamber

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>empty potty on fire

The fire and the wastes both vanish into a cloud of foul-smelling smoke, which soon clears to reveal a fireplaceful of smoking embers.

>get embers with potty

[The word "embers" is not in my vocabulary.]

>enter fireplace

You are now in the fireplace. You can feel the heat of the ashes even through the soles of your sandals.

>get ashes

[I'm not familiar with the word "ashes."]

>climb fireplace

Ahem... climb a fireplace?

>examine fireplace

It is a simple brick fireplace with a wide chimney leading into the rafters. The fireplace is filled with steaming ashes; with the fire extinguished, the cold clamminess of the room seems even closer.

>climb chimney

You claw your way up the chimney. It's a tight fit. So tight, in fact, that a protruding firebrick rips the cloak right off your back, leaving you naked, scratched, and streaked with soot. Finally, you break through into daylight...

[You get out of the fireplace first.]

Rooftop

You are on the steeply sloped roof of the cottage. The shingles are slippery underfoot. A trail of soot leads several yards to a crumbling chimney top. To the south, a large dead branch protrudes from the Tigerbelly's yard, across the alley, to overhang the rooftop.

[Your score has just gone up by 3. NOTE: You can activate and deactivate score-change notification using the NOTIFY command.]

>cross branch

Please give the direction in which you'd like to move (e.g. NORTH or SE).

>look

Rooftop

You are on the steeply sloped roof of the cottage. The shingles are slippery underfoot. A trail of soot leads several yards to a crumbling chimney top. To the south, a large dead branch protrudes from the Tigerbelly's yard, across the alley, to overhang the rooftop.

>examine top

[Please say that another way, or try something else.]

>examine chimney top

[Please say that another way, or try something else.]

>s

You start along the branch, hand over hand, toward the tree trunk in the neighboring yard. Already, you can imagine sliding down the trunk, stealing some clothing, hitching a ride to Sorcerer U, graduating with honors, and returning to win the admiration of your friends and the heart of Lola Tigerbelly. Suddenly, the world seems like such a beautiful place, filled with the sound of tweeting birds and rustling leaves and one enormous "CRACK!" as the branch gives way and deposits you in a particularly slurpy mud puddle...

Alley

This is a narrow east-west alley. Your home forms the northern wall of the alley, and the Tigerbelly cottage is the southern wall. At the eastern end of the alley a closed gate leads to the street. At the western end of the alley is a small tool shed where the gardener keeps his tools and work clothes.

You see a cart and an old horse here.

In the cart you see some cow manure.

[Your score has just gone up by 5.]

>save

shed

Saving...

>w

The shed door isn't open.

>open door

The door is locked. The bad news: you don't have the key. The good news: you know where it is. It's under the flat rock on the ground next to the door.

>lift rock

As you move the flat rock, a rusty key is revealed.

Outside the gate, a gaily singing voice approaches the alley. It's Lola! You freeze with terror -- any moment the gate will open -- Suddenly: "Oh, puff and feathers! I'm caught! Stupid dress! Stupid old gate!" The gate shakes as Lola tries to free her garment.

Great! You're about to be shipped into 7 years of servitude, and your love is about to see you scratched and naked and covered with filth. What more could possibly go wrong?

>get key

You try, but you can't budge the key, probably because of the foot that has just appeared on it. The foot is connected to Miss Minnie Beancounter, the elderly spinster who was your schoolmarm back when you were a tyke. Why she is here, let alone standing on the key you so desperately need, is a mystery.

"Is that you, Ernest Eaglebeak? Where are my spectacles? But of course it's you, Ernest! You always did love digging in the mud! Your papa told me that you got an apprenticeship, and I just had to see you before you left! Now where ARE those spectacles? I want a good, long, last look at you!"

>examine miss

[That doesn't make any sense to me.]

>examine Miss B'counter

Miss Beancounter has been teaching grammar school in Port Gekko for generations, and the years of chewing gum, paper airplanes, and spitballs have taken their toll. Her clothes went out of style around the time your grandparents were born, and her

shoes look like something more suited to soldiers than to school teachers.

From the far side of the gate, you hear an all-too familiar voice. "Hello, there, Lola! Having a little problem?"

"Oh, hi, Mister Rottenwood! My dress is caught in the gate. Maybe you could help me. You have such big... muscles."

"Be quite a shame for a pretty young thing like you to waste any time stuck on a gate. Let's see what we can do." A brief, animal grunt. "There!"

"Oh, thank you SOOO much, Mr. Rottenwood. You're SOOO kind. I hope you'll let me show my appreciation... invite you over for tea now and then..." Burning with anger, you decide that someday Rottenwood will be tortured to death by hellhamsters.

"That'd be right nice, Lola! Just so happens I'll be having some extra free time -- we're sending little Ernie Eaglebeak away for a while -- a clinic that specializes in bed-wetting cases..." You decide that death by hellhamster torture is way too kind.

Miss Beancounter continues to rummage for her spectacles.

>hug beancounter

But you hardly know Miss Beancounter!

Miss Beancounter continues to rummage for her spectacles.

>search beancounter

Miss Beancounter pushes you away. "Indeed!"

Miss Beancounter continues to rummage for her spectacles.

>examine tigerbelly home

The Tigerbelly house is similar to yours: an sturdy building of old, weathered stones.

Miss Beancounter continues to rummage for her spectacles.

>examine lola

You can't see Lola; she's outside the gate.

"Ah, here they are!" Miss Beancounter exclaims, as her hand vanishes into a seemingly bottomless pocket. "I do declare, if my head weren't attached to my shoulders, I would leave it lying in a mud puddle somewhere!"

>push beancounter

You manage to send Miss Minnie Beancounter -- elderly spinster, respected throughout the town, someone who has known you since you were knee-high to a tree sprite -- sprawling into the mud. She appears disoriented, but then brightens and says, "Yes, Doctor Elbowblower, it's time for my mudbath. Yes, I know it's good for my gout..."

>get key

You take the rusty key.

>unlock door with key

The rusty lock of the tool shed squeaks open.

>w

The shed door isn't open.

>open door

You open the shed door.

>w

Tool Shed

You are in a small shed used by the gardener, Jimmy Risingmoon, for storing his tools. The only exit is a door to the east.

You see some gardening tools and some overalls here.

[Your score has just gone up by 8.]

Without warning, a vicious-looking man approaches you. He cracks a large whip in your direction. "I'm Billy Creepingvine, and you're mine for the next seven years. I think you're gonna come to know me REAL well."

He hustles you off to a dragon ranch in the bleak northern steppes of Upper Drudge, where first your spirit is broken; later, your back.

THE END

You have achieved a score of 16 (out of 1000) in 41 moves. This gives you the rank of Level 1 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Alley

This is a narrow east-west alley. Your home forms the northern wall of the alley, and the Tigerbelly cottage is the southern wall. At the eastern end of the alley a closed gate leads to the street. At the western end of the alley is a small tool shed where the gardener keeps his tools and work clothes.

You see a cart and an old horse here.

In the cart you see some cow manure.

>lift rock

As you move the flat rock, a rusty key is revealed.

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Great! You're about to be shipped into 7 years of servitude, and your love is about to see you scratched and naked and covered with filth. What more could possibly go wrong?

>get key

You try, but you can't budge the key, probably because of the foot that has just appeared on it. The foot is connected to Miss Minnie Beancounter, the elderly spinster who was your schoolmarm back when you were a tyke. Why she is here, let alone standing on the key you so desperately need, is a mystery.

"Is that you, Ernest Eaglebeak? Where are my spectacles? But of course it's you, Ernest! You always did love digging in the mud! Your papa told me that you got an apprenticeship, and I just had to see you before you left! Now where ARE those spectacles? I want a good, long, last look at you!"

>push beancounter

You manage to send Miss Minnie Beancounter -- elderly spinster, respected throughout the town, someone who has known you since you were knee-high to a tree sprite -- sprawling into the mud. She appears disoriented, but then brightens and says, "Yes, Doctor Elbowblower, it's time for my mudbath. Yes, I know it's good for my gout..."

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"Oh, hi, Mister Rottenwood! My dress is caught in the gate. Maybe you could help me. You have such big... muscles."

"Be quite a shame for a pretty young thing like you to waste any time stuck on a gate. Let's see what we can do." A brief, animal grunt. "There!"

"Oh, thank you SOOO much, Mr. Rottenwood. You're SOOO kind. I hope you'll let me show my appreciation... invite you over for tea now and then..." Burning with anger, you decide that someday Rottenwood will be tortured to death by hellhamsters.

"That'd be right nice, Lola! Just so happens I'll be having some extra free time -- we're sending little Ernie Eaglebeak away for a while -- a clinic that specializes in bed-wetting cases..." You decide that death by hellhamster torture is way too kind.

>unlock door with key
[You aren't holding the rusty key.]

>get key
You take the rusty key.

>unlock door with key
The rusty lock of the tool shed squeaks open.

>open door
You open the shed door.

>w
Tool Shed

You are in a small shed used by the gardener, Jimmy Risingmoon, for storing his tools. The only exit is a door to

the east.

You see some gardening tools and some overalls here.

[Your score has just gone up by 8.]

>get overalls

You take the overalls.

>wear overalls

You put on the overalls.

>search tools

How can you search that?

>e

Alley

This is a narrow east-west alley. Your home forms the northern wall of the alley, and the Tigerbelly cottage is the southern wall. At the eastern end of the alley a closed gate leads to the street. At the western end of the alley is a small tool shed where the gardener keeps his tools and work clothes.

You see Miss Beancounter, a flat rock, a cart and an old horse here.

In the cart you see some cow manure.

>save

hide

Saving...

>enter manure

Bonk! Nope, the cow manure can't be entered.

>enter cart

You're now in the cart.

>drive cart

[I'm not familiar with the word "drive."]

>e

You dash through the alley gate and crash into your stepfather

and Lola, who are holding hands. Fortunately, between your overalls, filth, and stench of cow manure, they mistake you for the gardener. "Watch where you're going, you fool," Rottenwood bellows after you, "or I'll see you tending to the prison garden!"

After a few days of hitchhiking [a subject about which this author has already written his fill] you arrive at Sorcerer U just in time for Registration Day...

Loading... Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

Registration is in progress. A long line winds toward the registrar.

[Your score has just gone up by 10.]

>save

chapter two

Saving...

>restart

You have achieved a score of 26 (out of 1000) in 42 moves. This gives you the rank of Level 1 Sorcerer.

Do you really want to start over? >

Copy Protection (Enrollment)

>look

Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

Registration is in progress. A long line winds toward the registrar.

>see long line

[The word "see" is not in my vocabulary.]

>see small plaque

[You can't use the word "see" in this game.]

>examine small plaque

"DONKEYDUNG HALL

David and Doris Donkeydung

Dedicated 909"

>examine long line

The line runs clear across the room, but at least it seems to be moving pretty quickly.

>examine window

Light of every hue seeps through the delicately stained glass.

>s

You haven't registered yet!

>enter line

You get in the long line, which moves at a reasonable pace. You shouldn't have long to wait.

>examine desk

The desk is an antique, but beautifully maintained.

The line moves quickly.

>examine schedule

[This is the registration form that you'll find in your SPELLCASTING 101: SORCERERS GET ALL THE GIRLS package.]

You reach the front of the line and approach the registrar.

"Your record is missing a few pieces of vital information, so I need to ask you a few questions."

"According to your registration form, where will you be living this term?"term?"

ANSWER >Peloria

[Sorry, I don't know the word "peloria"; I'm just a dumb, underpaid parser. Please don't report me to the Parsers Guild -- I'll lose my license!]

"According to your registration form, where will you be living this term?"term?"

ANSWER >"Peloria"

"We seem to be missing your class rank. What is it?"it?"

ANSWER >"freshman"

"We have you down as taking Mythology 101. What lecture hall is that being taught in this year?"year?"

ANSWER >donkeydung hall

"Your information is incorrect. You cannot register at Sorcerer U. You might try Pirates U."

You have achieved a score of 26 (out of 1000) in 38 moves. This gives you the rank of Level 1 Sorcerer.

Do you want to RESTART, RESTORE or QUIT?

>

Restoring...

Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

Registration is in progress. A long line winds toward the registrar.

>score

[with the registrar]

Love is a two way street... and the registrar seems to be going in the opposite direction.

>status

You are playing in Naughty mode, and you are getting Verbose descriptions. You have achieved a score of 26 (out of 1000) in 33 moves. This gives you the rank of Level 1 Sorcerer.

>examine desk

The desk is an antique, but beautifully maintained.

>examine me

You're one scrawny little guy, you're one nerdy little guy, but mostly you're one horny little guy.

>examine desk

The desk is an antique, but beautifully maintained.

>examine schedule

[This is the registration form that you'll find in your SPELLCASTING 101: SORCERERS GET ALL THE GIRLS package.]

>examine registrar

The registrar is an officious little bureaucrat.

>enter line

You get in the long line, which moves at a reasonable pace. You shouldn't have long to wait.

>examine window

Light of every hue seeps through the delicately stained glass.
The line moves quickly.

>look out window

Light of every hue seeps through the delicately stained glass.

You reach the front of the line and approach the registrar.

"Your record is missing a few pieces of vital information, so I need to ask you a few questions."

"Eaglebeak, what is your ID number?"number?"

ANSWER >9179

"We seem to be missing your class rank. What is it?"it?"

ANSWER >23

"We have you down as taking Mythology 101. What lecture hall is that being taught in this year?"year?"

ANSWER >barleybreath

"Your information is incorrect. You cannot register at Sorcerer U. You might try Pirates U."

You have achieved a score of 26 (out of 1000) in 40 moves. This gives you the rank of Level 1 Sorcerer.

Do you want to RESTART, RESTORE or QUIT?

>

Restoring...

Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

Registration is in progress. A long line winds toward the registrar.

>enter line

You get in the long line, which moves at a reasonable pace. You shouldn't have long to wait.

>wait

Time passes...

The line moves quickly.

>wait

Time passes...

You reach the front of the line and approach the registrar.

"Your record is missing a few pieces of vital information, so I need to ask you a few questions."

"According to your registration form, where will you be living this term?"term?"

ANSWER >frogkisser house

"We seem to be missing your class rank. What is it?"it?"

ANSWER >23

"Naturally, you're registered for Spellcasting 101. Who's going to teach that this term?"term?"

ANSWER >wartytoad

The registrar waves officiously. "You are now registered for

the upcoming term. Here's your spell book; carry it with you at all times. Please move along."

The days at Sorcerer U fly past, allowing the author to jump ahead to the more interesting parts of the story. We rejoin Ernie Eaglebeak as he crosses the campus, between classes, several weeks into the term...

Campus Life

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

Copies of today's edition of the school newspaper are piled here. Many people are grabbing copies as they cross the Court -- it's amazing how many folks have fish that need wrapping.

[Your score has just gone up by 12.]

>save

chapter three

Saving...

>get paper

You take a newspaper from the pile.

>read paper

This is the student newspaper, THE SORCERER SOURCE. (An old campus joke: The school newspaper is only good for lining chicken coops... thus the origin of the phrase "What's 'Source' for the goose is 'Source' for the gander.") There are four features that you can read: News, Arts, Sports, and Editorials.

>nw

I Phelta Thi

This is a small fraternity house with an exit to the southeast.

"Yo, Ernie!" yells a pledge that you vaguely know from one of your classes. "C'mon back after 8:00! Super mondo mega bash here tonight! We're sending a coach over to the Balmoral Finishing Academy to pick up a load of beauties! We're gonna see some neck romancing here tonight, and I'm not talking about restoring the dead!"

>se

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>n

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Greasy workers wearing greasy aprons are dispensing greasy food. This afternoon's sumptuous selection: burnt cankersaur burgers. Exits lie to the north and south.

>n

Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

>s

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You see a pile of newspapers here.

>ne

You can't go that way.

A bell rings, signifying the start of the early afternoon class.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes; Mythology 101 is currently in session. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

"Before Peloria, before even the sun and the skies, there was simply the Lightness and the Darkness. Uncountable time passed. By and by, the Lightness took form and became the goddess Mineola; the darkness grew into the great god Manhasset."

>w

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer

Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>se

You can't go that way.

>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We enter the croissant emporium."

"A glass case filled with croissants spans the emporium. The Proprietor says that chocolate croissants are 2 gold pieces, raspberry croissants are 3 gold pieces, and dragon's egg croissants are 100 gold pieces. The only exit is back into the mall."

>n

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast.

"Hi, Ernie!" yells a senior you met during orientation week.
"Drop by tonight around 8:00! It's gonna be party city here!
We're gonna sing 'til we swing, drink 'til we sink, eat 'til we
bleat, dance till we lose our pants, and we're gonna keep on tr
ucking 'til we all start... well, you get the idea. Be there or
be square, eh?"

>ne

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer
Stadium, is the heart of the Sorcerer U campus. To the east is
aged Meltingwolf Hall, the original building of Sorcerer U.
Brick buildings flank the court to the north and south, and a
stadium looms to the west. Brick walks also lead northwest and
southwest. In the center of the courtyard is an impressive
fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>w

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing
architecture, enthusiastic fans, and horrendous sight lines.
Physical Skills 301 is in session on the field; the juniors are
undergoing a brutal regimen of endurance-building races. A
scoreboard looms over the field, and pennants from past
championships hang above the exits to the east and southwest.

>sw

Boat Dock

With interest in sculling and other aquatic sports declining,
the boathouse has gone the way of termite fodder, and nothing
remains but a rotting wooden dock, jutting into the river to
the south. Curving paths lead back to the campus to the north
and east. Nearby, to the northwest, on a gentle knoll at the
edge of the river, stands the President's House; the door is
closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

>nw

The door isn't open.

>open door

The door appears to be locked.

>knock on door

There's no answer.

>ne

You can't go that way.

>e

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"My Mall Rat buys a raspberry croissant."

"You pay 3 gold pieces. Do you want to check for a trap?"

"Yes."

"Your Health Inspector performs a scientific analysis, and discovers that the croissant has been laced with cyanide!"

>n

Batguano Court

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We leave the emporium."

"You're back in the mall."

"We leave the mall."

"You exit to the parking lot. It is late; there are few cars in the lot, and the lights are dim and flickering. Suddenly, a band of Car Thieves jumps out and blocks your path!"

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

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Boat Dock

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An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

>nn

[The word "nn" is not in my vocabulary.]

>n

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. Physical Skills 301 is in session on the field; the juniors are undergoing a brutal regimen of endurance-building races. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

>e

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You see a pile of newspapers here.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast.

"Hi, Ernie!" yells a senior you met during orientation week.
"Drop by tonight around 8:00! It's gonna be party city here!
We're gonna sing 'til we swing, drink 'til we sink, eat 'til we
bleat, dance till we lose our pants, and we're gonna keep on tr
ucking 'til we all start... well, you get the idea. Be there or
be square, eh?"

>ne

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southwest. In the center of the courtyard is an impressive
fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

A bell rings, signifying the finish of the early afternoon
class.

>s

Frogkisser House

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on-campus dormitory. Your room lies off to the east, and a
stair ascends toward the housemaster's suite. There are exits
to the north and southwest; also, a hallway of ancient stone
beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in
a game of "Malls 'n' Muggers."

"My Bodyguard wields his brass knuckles. My Thug wields his
Saturday Night Special."

"The Car Thieves wield a semi-automatic submachine gun."

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

>w

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We retreat!"

"The Car Thieves spray you with bullets! Roll two forty-sided dice and one seventeen-sided die... Your Bodyguard is hit in the shoulder and takes 1800 damage points! Your Debutante is hit in the head! Her brain is splattered all over the side of an expensive imported sports car!"

>n

Batguano Court

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You see a pile of newspapers here.

>examine fountain

The fountain is spouting its usual plume of water.

Someone takes the last newspaper in the pile.

>see fountain

[I'm not familiar with the word "see."]

>see pile of newspapers

[The word "see" is not in my vocabulary.]

>restore

Restoring...

Batguano Court

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You see a pile of newspapers here.

>get newspaper

You take a newspaper from the pile.

>read newspaper

This is the student newspaper, THE SORCERER SOURCE. (An old campus joke: The school newspaper is only good for lining chicken coops... thus the origin of the phrase "What's 'Source' for the goose is 'Source' for the gander.") There are four features that you can read: News, Arts, Sports, and Editorials.

>get newspaper

A Newspaper nymph appears, reading a tiny version of the school paper. "Our records show that you've already taken a paper today. One per person! Don't hog! Bye now!"

>read news

FRAT STAYS WITH CONTROVERSIAL BAND - The Tappa Kegga Bru fraternity has announced that a band whose lyrics some find offensive will continue to play at the house's parties for the

duration of their week-long contract.

The band has particularly outraged certain members of the SU community with their song "The Sorcerer's Rap." The song's lyrics, according to one anti-band activist, are "raunchy" and "promote violence against women."

Frat brothers defended their decision to retain the band, citing the expense of breaking the contract, the popularity of the band, and the fact that they have played at numerous other area colleges without complaint.

President Aaron Snowbunny, upon leaving a faculty meeting on the subject, appealed to both sides to sit down and discuss their differences, and offered to appoint a blue-ribbon commission to explore the issues raised by the band's controversial lyrics.

>read paper

This is the student newspaper, THE SORCERER SOURCE. There are four features that you can read: News, Arts, Sports, and Editorials.

>read arts

BLUE DEMONS FEVER BUILDS - Excitement on campus is swelling as Friday's big concert by the mega-hit group The Blue Demons approaches.

The Blue Demons, a septet formed two years ago, has spurted to impressive levels of popularity with monstrously successful songs like "I Chewed My Heart Out Over You," "Sacrifice Me on the Altar of Your Love," and "Use Me, Abuse Me, Turn Me Into a Frog."

Your editor has seen the Demons on nearly 20 occasions, and can assure you that you don't want to miss this event! The Demons consistently deliver their unique and excellent brand of loud music, cutting-edge choreography, lighting effects, and disembowelment.

The concert will be held at Sorcerer Stadium on Friday at 7:00 p.m. Tickets cost 17 gold pieces, and go on sale 2 hours before the concert.

>read sports

HELLHOUND WRESTLERS PLACE SECOND IN DANDERVILE OPEN - The SU

Piglets have finished an unexpected second in the prestigious Danderville Open, often referred to as the "World Cup of Hellhound Wrestling."

Team Captain Barry Angryraincloud, Class of '38, led the team, scoring a personal high of 372 points and single-handedly felling the Number 2 and Number 5 hounds. Angryraincloud is the third-ranked hellwrestler amongst all collegiate seniors, and is expected to be a top pick in next month's pro draft.

The second place finish is a dramatic improvement from last year's ninth-place finish. And, although Angryraincloud will be departing soon, second year men Mike Bubblywaters and Iggy Stuntedtree should continue to improve, spelling more success for the hellwrestlers next season.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>u

Library

This is the vast university library. It is a gloomy place, illuminated only by narrow strips of stained glass windows. The room is ringed by tiny alcoves filled with small statuettes of former university presidents. An almost ladder-like stair leads up to the stacks. A small sign is mounted at the foot of the stair.

A book on the shelf of new arrivals catches your eye. It's a popular new bestseller that you've been interested in reading.

A bell rings, signifying the start of the early afternoon

class.

>undo

[Undone.]

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>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

A bell rings, signifying the start of the early afternoon class.

>undo

[Undone.]

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>read plaque

"This building is lovingly dedicated
to the memory of Marvin Meltingwolf,
founder of Sorcerer University

'We charge our students to
bring Majick to the world.'

- Marvin Meltingwolf"

After the word 'students,' someone has scratched 'a lot.'

A bell rings, signifying the start of the early afternoon
class. The lecture hall quickly fills with students.

"Good afternoon. Today we will begin our study of the Pelorian
Creation epic. As the mythology involved is very complicated, I
urge you to take notes. I'll go slowly so that you slower
writers can keep up."

>write

[Please say that another way, or try something else.]

>take notes

You begin taking notes.

"Before Peloria, before even the sun and the skies, there was
simply the Lightness and the Darkness. Uncountable time passed.
By and by, the Lightness took form and became the goddess
Mineola; the darkness grew into the great god Manhasset."

>take notes

You're already taking notes!

"Mineola and Manhasset stared out across the great void and
became restless, because voids, by their very nature, are quite
boring."

>listen

The professor continues to babble on...

"In her restlessness, Mineola took a lock of her golden hair,
and from it created the goddess Ocarina, who was so beautiful
that it drove Manhasset into a jealous rage."

>take notes

You're already taking notes!

"He grabbed a strand of his own hair, but in his haste he picked a rather coarse strand from a dark facial mole, and from this hair sprang the god Glockenspiel, whose features were as repulsive as Ocarina's were lovely."

>x bip spell

If you've seen one BIP spell, you've seen them all.

"By and by, Ocarina mated with Glockenspiel, chiefly due to the utter lack of alternatives. From this union there came a child, Peloria, who embodied both tremendous beauty and great ugliness."

>Examine professor

He has that slightly mad look that one associates with all Scholars of Sorcery.

"Ock and Glock, as we irreverent modern agnostics sometimes call them, each desired to raise the babe. Thus were sown the seeds of a mighty battle."

>Read editorial sect

FRAT SHOULD DUMP BAND - Tappa Kegga Bru should respond to distressed members of the SU community and tell the controversial band they've hired to take their lewd lyrics elsewhere.

The band's most famous song, "The Sorcerer's Rap", contains verses which would make the most hardbitten sailor or dockworker blush. Such crudity has no place in an enlightened environment like the SU campus.

TKB's reasons for retaining the band's services are transparently thin. A few gold pieces are not worth the distress this band causes. The band's popularity is a subjective judgement. And the fact that the band played other colleges without protest simply indicates the special sensitivity of the SU community. TKB should bite the bullet and boot the band.

"Mineola moved to aid Ocarina, and together they created a host of goddesses to swell their forces: Uvula, who had great capacity for love; Basilica, who held the gift of life in her

fingertips; Adagio, who could weave wondrous scents from thin air, and many more."

>smell

You smell nothing unusual.

"At the same time, Manhasset and Glockenspiel formed a legion of new gods, including Adenoid, who brimmed with hate for all he surveyed; Barbican, spewing death from every orifice; Diatonic, whose body could produce unspeakably vile odors; etc."

>get bip spell

You can't take the BIP spell. (It must be nailed down.)

"The fight over Peloria raged on between the gods and the goddesses. The heavens rocked with fire and thunder, and at times it seemed that the very universe itself would be split asunder. The stars of our nighttime sky are said to be the embers of the mighty war."

>read bip spell

"BIP: produce soft music."

"Then, by the hand of Glockenspiel, there sprang a god so terrible that even the gods trembled in his presence. He was war personified, and his name strikes fear into the heart of even enlightened moderns: Baccarat!"

>bip

A few measures of romantic music floats through the air. The professor looks sternly in your direction. "I don't want to hear those kind of shenanigans in my class!"

"Baccarat took the disputed Peloria into his powerful tentacles of iron and blood and, in a fit of terrifying madness, tore the babe limb from limb, and rent out the organs, and crushed them into little bits, and flung the little bits into the void, where they exploded into a roiling mass of fire and ice, of dust and smoke."

>examine pack

"Hackers (tm) Cigarettes

The Official Cigarette of the Sorcerers Guild
So Tasty, It's Almost...Magic!"

"From this cloud sprang our world, which, since it is formed from the body of that child, is also called Peloria."

>get pack

You already have the pack of cigarettes.

"This also explains the nature of the world, according to the ancients. Since the child, and indirectly our world, came both from Ock and Glock, Peloria contains much that is beautiful, but at the same time much that is hideous."

>save

vomit

Saving...

>hrlgut

[The word "hrlgut" is not in my vocabulary.]

>sashakol

[Sorry, I don't know the word "sashakol"; I'm just a dumb, underpaid parser.]

>x fireplace

You see nothing special about the fireplace.

"When the gods and goddesses saw what Baccarat had done, they were outraged and, for the first time in their existence, they knew fear. They desired the destruction of the war god, but they knew not how."

>x graffiti

The older graffiti shows that some things never change at Sorcerer U: "Beat Balmoral Tech!" and "Flush toilets twice: It's a long way to the Cup and Sorcerer" and "Professor Tickingclock is a big prickingclock." Most of the newer graffiti is about some woman named "Belinda" who, it seems, is "hot to trot" and has "humonga kazongas." Another bit of graffiti says, "For a good time, dial 1089 and ask for 'Serena.'" Too bad there don't seem to be any phones in the game.

"Instead, they sought to neutralize his terrible power by creating the goddess Bagatelle, who gave off peace like the sun gives off warmth."

>sit in seat

You're now on the lecture seat.

"She touched the hand of Baccarat, and held him to her, and after a short time it became clear that the battle between the gods and goddesses had ended."

>take notes

You're already taking notes!

"Following the example of Baccarat and Bagatelle, the gods and goddesses co-mingled, and settled into a hidden corner of the new world, and dwelt there in uneasy truce."

>x seat

There's nothing on the lecture seat.

"To amuse themselves, they created the plants and animals and monsters which fill Peloria."

>x plaque

"This building is lovingly dedicated to the memory of Marvin Meltingwolf, founder of Sorcerer University

'We charge our students to bring Majick to the world.'

- Marvin Meltingwolf"

After the word 'students,' someone has scratched 'a lot.'

"They created people, and gathered them together into towns and villages where they could keep an easy eye on them."

>x class

Mostly a bunch of dweebs, just like you.

"Though still sequestered in their unknown land, the gods and goddesses are said to oft effect the affairs of their creations. Lightning and tornadoes are the results of their anger; rainbows a sign of their pleasure; the wind and tides c onnote their movements."

>Examine fireplace

You see nothing special about the fireplace.

"Mineola rules during the day, but Manhasset holds supreme at night. Although Basilica protects us from cradle to crypt, Barbican is always waiting to claim us as his. And, of course, when a man and wife argue, we say that it is because G lockenspiel and Ocarina are once again doing battle."

>x spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)"

"I want you to read chapters 37 and 38 for next time! And don't forget -- your first paper is due on Monday!"

>open trap door

There are too many people in the way.

A bell rings, signifying the finish of the early afternoon class. The lecture hall quickly empties and you stop taking notes.

>open trap door

Ugh! The trap door weighs a ton! It's way too heavy to lift -- at least for someone without good hernia insurance.

>u

[You get off the lecture seat first.]

Library

This is the vast university library. It is a gloomy place, illuminated only by narrow strips of stained glass windows. The room is ringed by tiny alcoves filled with small statuettes of former university presidents. An almost ladder-like stair leads up to the stacks. A small sign is mounted at the foot of the stair.

A book on the shelf of new arrivals catches your eye. It's a popular new bestseller that you've been interested in reading.

>read sign

"Access to the stacks is restricted to upperclassmen."

>examine book

[Which book do you mean, the notebook, the spell book or the popular book?]

>popular

It's a copy of "Endgame Surprise," that hot new novel that everyone's trying to get their hands on. Everyone who's read it says that you can't put it down. What a stroke of luck to find it!

>get popular bok

[Sorry, I don't know the word "bok"; I'm just a dumb, underpaid parser.]

>get popular book

You take the popular book.

[Your score has just gone up by 5.]

>check out book

[Please say that another way, or try something else.]

>examine pillar

You see nothing special about the pillar.

>examine pedestal

The pedestal supports a small statuette.

>examine statuette

The nearest statuette is probably of some former school president, but any inscription is too worn to read.

>out

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west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>open trap door

Ugh! The trap door weighs a ton! It's way too heavy to lift -- at least for someone without good hernia insurance.

>se

You can't go that way.

>ne

Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

You see Professor Tickingclock here.

"Ernie, my boy, don't forget that, um, er, yes! Don't forget that you're having dinner with me tomorrow night. We'll expect you up at the, er, ah, at the suite, at around 7:30 and we'll, uh, um, what were you saying?"

>ask professor about me

"I don't know much about that."

A bell rings, signifying the start of the late afternoon class.

>sw

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes; Ethics 101 is currently in session. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most

eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

"This course will give the basic ethical framework you'll need for a lifetime of sorcery. But more than that, it will teach you some of the basic social skills you'll need to mesh into a world of non-sorcerers. We'll cover a lot of deadly serious topics, but we'll have some fun, as well."

>take notes

You begin taking notes.

"Let's review the last topic from last Thursday. Who can tell us the six stages in the lifecycle of a good restaurant. Yes, you in the dark brown cloak."

>examine cloak

If you've seen one cloak, you've seen them all.

"Uh, Stage One: The restaurant opens. Stage Two, the Golden Stage -- the food's great, the prices low, and it's never crowded. Stage Three, the restaurant gets very crowded as word spreads..."

"Yes, correct. And who can finish up? Over there, you in the black and red tunic."

>raise hand

A Parser nymph pops into view. "You can't refer to specific parts of the body, only to people as a whole. So, KISS STELLA instead of KISS STELLA'S ELBOW and OPERATE ON RALPH instead of OPERATE ON RALPH'S TOE. This message has been sponsored by the International Society to Keep Parsers From Having Nervous Breakdowns." Flashing a mischievous grin, the nymph fades away.

"Stage Four: um, the restaurant raises prices and cuts portions in order to cash in on their success. Stage, uh, Five: people stop going. Stage Six: the restaurant closes."

>volunteer

[You can't use the word "volunteer" in this game.]

>sit

You're now on the lecture seat.

"Yes, very good. You'll find that EVERY good restaurant follows these six stages, although the time scale will vary greatly."

>z

You take notes as time passes...

"Now, let's move on to some of the exercises I gave you to do over the weekend. We'll start with case #7, The Cheated Enchanter."

>z

You take notes as time passes...

"Here, we learn of a third-level enchanter, equipped with LIFWAD, a spell of pickpocketing. He is visiting an unfamiliar village, and has purchased a meal of lamb stew and potatoes, only to discover that the lamb meat is tree bark and the potatoes are small brown stones."

>lifwad

[Sorry, I don't know the word "lifwad"; I'm just a dumb, underpaid parser.]

>bip

A few measures of romantic music floats through the air. The professor looks sternly in your direction. "I don't want to hear those kind of shenanigans in my class!"

"The enchanter knows that the constable and judge in the village are crooked, and in the pay of the cheating merchant. Should the enchanter ignore the swindle, should he report it to the constable, or should he use the LIFWAD spell to reclaim his silver? Let's see some hands... Yes, you in the orange robe with the pink stripes."

>read popular book

You read a few pages. It's very absorbing. Apparently, Vincent is still seeing Felicia, but Felicia's husband is accused of murdering the captain's mistress, who is secretly living in a nunnery in Upper Blabber, running a spice-smuggling network, and producing erotic sidewalk art for her uncle's lover

Sabrina, who is, in fact, Felicia in disguise and travelling on a mission of assassination for the Duke's chancellor, Helmut, who is deeply in debt to none other than Vincent's father, the shipbuilding magnate! It's easy to see why it's such a smash bestseller.

"He should use the LIFWAD spell. It's the only way he can get justice in this case."

>lifwad

[Sorry, I don't know the word "lifwad"; I'm just a dumb, underpaid parser.]

>examine notebook

"MYTH 101 notes:

Mineola/Light, Manhasset/Dark
(bored)

Ocarina/Beauty

Glockenspiel/Ugly

Ock + Glock -> Peloria

(fight over baby)

Uvula/Love, Basilica/Life, Adagio/Nice Odor

Aden./Hate, Barbican/Death, Diatonic/Foul Odor

BIG battle (stars remnants)

Baccarat/War

Bac kills Peloria!

P's body forms the world

(world both beautiful and ugly)

gods & goddesses afraid of Bac

Bagatelle/Peace

Bac & Bag make whoopee

****LETTER TO AUNT MATILDA****

plants, animals

humans

thunder, etc: sign of gods

****BUY SHAMPOO****

Chap 37 & 38, paper due Mon

ETH 101 notes:

6 stages of restaurant:

1. opens 2. golden stage 3. crowded

4. raise \$\$ 5. no one goes 6. closes

time scale varies

#7 - cheated ench:

Level 3, cheated, has LIFWAD

ignore, report, reclaim?

[one large doodle]"

"Wrong! Remember number three of the Cardinal Rules of Sorcery

Ethics: 'A Sorcerer Must Never Use Magic to Obtain the Property

of Others -- EVEN IF HE PERCEIVES that Property to be Rightly

His.'"

>clap

[You can't use the word "clap" in this game.]

>cast

Cast of Characters:

ERNIE EAGLEBEAK, an aspiring young sorcerer

PAM EAGLEBEAK-ROTTENWOOD, his mother

JOEY ROTTENWOOD, his evil stepfather

LOLA TIGERBELLY, his next door neighbor and secret love

MISS MINNIE BEANCOUNTER, his old spinster schoolmarm

BILLY CREEPINGVINE, dragon tender and crony of Joey

JIMMY RISINGMOON, a gardener

OTTO TICKINGCLOCK, a doddering prof and the housemaster of

Frogkisser House

>x all

[You can't use more than one direct object with the verb 'x'.]

>x professor

He has that slightly mad look that one associates with all

Scholars of Sorcery.

"Let's look at case #2, The Masquerading Mage. Here we meet a

sorcerer on a mission for the king. He is travelling incognito,

and his mission is to obtain a newly-developed spice to make

celery dip for an upcoming banquet."

>z

You take notes as time passes...

"The sorcerer learns of a dying girl whom he has the power to save, but only by revealing his identity. He doesn't believe that revealing his identity will prevent him from completing his mission. Should he save the girl? I see a hand in the back... the person in the yellow cape with the purple polka dots."

>z

You take notes as time passes...

"The guy should DEFINITELY save the girl!"

"No! No! A hundred times, no! A mission for the king, no matter how seemingly trivial, takes absolute priority over anything else, even if it be a life and death matter! Who are we to judge the true importance of the king's celery dip in the scheme of things?"

>z

You take notes as time passes...

"Okay, how about case #8, The Wooing Wizards. This case is about a pair of sorcerers who are vying for the hand of the same maiden. One, a fourth-level sorcerer, learns that his rival, a third-level sorcerer, is using magic spells to influence the emotions of the maiden."

>z

You take notes as time passes...

"The sorcerer has several options. How should he proceed? Anyone? I'll have to pick on someone. How about you, the tall fellow in the metallic green bathing trunks?"

>z

You take notes as time passes...

"Uh, um, I guess I'd say the fourth-level sorcerer ought to use stronger spells to counteract the meddling of the third-level sorcerer. After all, the other guy started it!"

>z

You take notes as time passes...

"Absolutely positively one hundred percent WRONG! The unethical conduct of the rival does not justify similarly unethical conduct, not one iota! The proper course is to inform the young lady of the actions of the rival."

>z

You take notes as time passes...

"Furthermore, the use of magic spells against an uninformed and unwilling person is a first class violation of the ethical code. The rival should be reported to the International Board of Sorcery Certification for probable revocation of his Spell Book License."

>z

You take notes as time passes...

"Revocation of a Spell Book License is permanent, although it can be appealed to a subcommittee of IBSC after four years. Only three times in the last hundred years has a revocation been overturned by this subcommittee."

>z

You take notes as time passes...

"That's enough for today. On Thursday, we're going to break into smaller groups for some role-playing exercises."

>z

You take notes as time passes...

"For next week, I want you to read and research more case studies: Case #12, The Theatrical Thaumaturge; Case #13, The Spiteful Spellmeister; and Case #15, The Missing Mouse and the Mumbling Magician."

>z

You take notes as time passes...

"One other thing -- we're going to have a guest lecturer next Tuesday, Don Weepinghippo, the founder of Weepinghippo Industries. Don't miss it!"

>z

You take notes as time passes...

A bell rings, signifying the finish of the late afternoon class. The lecture hall quickly empties and you stop taking notes.

>save

hmmm

Saving...

>sw

[You get off the lecture seat first.]

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We enter the croissant emporium."

"A glass case filled with croissants spans the emporium. The Proprietor says that chocolate croissants are 2 gold pieces, raspberry croissants are 3 gold pieces, and dragon's egg croissants are 100 gold pieces. The only exit is back into the mall."

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

>undo

[Undone.]

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

>u

At the top of the stair, the door to the housemaster's suite is opened by Professor Tickingclock's wife, Hillary. She's young enough to be your sister -- but your glands never react this way when you look at your sister! You've met Hillary briefly on several occasions, but on none of those occasions was she wearing a sheer nightgown. She hooks one (mostly bare) leg around the door and whispers, "You must be looking for Professor Tickingclock. You might find him at his office. See you around!" Hillary shuts the door -- and was it your imagination, or did she blow you a kiss?

"My Mall Rat buys a raspberry croissant."

"You pay 3 gold pieces. Do you want to check for a trap?"

"Yes."

"Your Health Inspector performs a scientific analysis, and discovers that the croissant has been laced with cyanide!"

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

A sophomore from several doors down, Larry Sackofbones, sticks his head in the door. "Ernie, do you know any 'clear up skin'

spells? No? Sigh. Do you believe my luck? Hottest date of my life tonight and I get a zit the size of Mount Gnugberry!" Suddenly his face brightens. "I haven't tried Don Pileofdryleaves yet! He always has spells like that..."

>open pack

The pack has already been opened, although none of the cigarettes have been used.

>wash laundry

Your body rebels against the idea of cleaning the room.

>search laundry

How can you search that?

>x bed

You really ought to change the sheets one of these months.

>change sheets

[You can't use the word "change" in this game.]

>x desk

Each dorm room is equipped with a desk, under the theory that students will work and study at them. How naive, eh?

>x can

The can once contained food. Or a drink. Or some soap powder. It's hard to tell anymore.

>x handouts

If you didn't look at these handouts when your grades depended on it, you're certainly not going to look at them now!

>w

Frogkisser House

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beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We leave the emporium."

"You're back in the mall."

"We leave the mall."

"You exit to the parking lot. It is late; there are few cars in the lot, and the lights are dim and flickering. Suddenly, a band of Car Thieves jumps out and blocks your path!"

>n

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast.

"Hi, Ernie!" yells a senior you met during orientation week. "Drop by tonight around 8:00! It's gonna be party city here! We're gonna sing 'til we swing, drink 'til we sink, eat 'til we bleat, dance till we lose our pants, and we're gonna keep on trucking 'til we all start... well, you get the idea. Be there or be square, eh?"

>ne

Batguano Court

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fountain. A stone plaque is nestled amongst the shrubbery.

>nw

I Phelta Thi

This is a small fraternity house with an exit to the southeast.

"Yo, Ernie!" yells a pledge that you vaguely know from one of your classes. "C'mon back after 8:00! Super mondo mega bash here tonight! We're sending a coach over to the Balmoral Finishing Academy to pick up a load of beauties! We're gonna see some neck romancing here tonight, and I'm not talking about restoring the dead!"

>study

[Sorry, I don't know the word "study"; I'm just a dumb, underpaid parser.]

>se

Batguano Court

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>smoke

But cigarettes are a tool of the devil.

>x plaque

"THE HORACE BATGUANO MEMORIAL COURT

Dr. Horace Batguano

President, Sorcerer University

793 - 817"

>x fountain

The fountain is spouting its usual plume of water.

>x ivy

The ivy, lush and green, clings tenaciously to the walls of the buildings.

>look in fountain

How can you do that?

>n

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Since its not a meal time, no food is being dispensed, and the cafeteria is pretty empty. Exits lie to the north and south.

>n

Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

>s

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Since its not a meal time, no food is being dispensed, and the cafeteria is pretty empty. Exits lie to the north and south.

>s

Batguano Court

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>save

party
Saving...

>nw

I Phelta Thi

This is a small fraternity house with an exit to the southeast.
As usual, a wild party is in progress.

>x girls

[You can't use the word "girls" in this game.]

>look

I Phelta Thi

This is a small fraternity house with an exit to the southeast.
As usual, a wild party is in progress.

>x partygoer

All the other partygoers seem to be having a romantic time.

You notice an odor of strong and sensuous incense wafting
across the room.

>smell

You smell nothing unusual.

>bip

A few measures of romantic music floats through the air.

You catch part of a conversation: "...up to Jason's room with
two really hot..."

>u

A Fraternity nymph appears before you. "So sorry! Only frat
brothers are allowed upstairs." Flashing a mischievous grin,
the nymph fades away.

A hand gently touches your forearm. The hand is connected to
the loveliest young woman you've ever laid eyes on. (Except for
Lola, of course, you remind yourself.) She leans close and
whispers, "Please help me. I think that some of these frat boys
have been trying to cast spells of intoxication on me! Daddy
warned me not to go to any frat parties, but... Anyway, would

you escort me outside?"

[KIDS: One of "those scenes" is coming up! Make sure mom and dad aren't looking over your shoulder before you go any further!]

>yes

Batguano Court

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The lovely young woman follows you, clutching at your arm. "By the way, you haven't told me your name," she prompts.

"My name is Eaglebeak," you begin, "Ernie Eaglebeak."

"Hi! I'm Gretchen Snowbunny."

"Snowbunny? As in President Snowbunny?"

"Yes, he's my daddy. Please don't get scared away by that... All the cute guys always get scared away when they learn that the school president is my daddy..."

Gretchen takes a deep breath of the warm air, and then swoons into your arms. "I... I guess they (hic) they did get me with a (hic) a few of those intoxication spells. Would you carry me to my house? I've got my key here somewhere... No, wait, daddy would kill both of us... Just carry me to some place where I can lie down for a while." She seems light enough, and her body feels warm and soft in your arms.

>get gretchen

You already have Gretchen Snowbunny.

>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone

beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"My Bodyguard wields his brass knuckles. My Thug wields his Saturday Night Special."

"The Car Thieves wield a semi-automatic submachine gun."

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

Gretchen opens several of her buttons. "Kind of, uh, hot in here, wouldn't you say?"

>put gretchenon bed

[The word "gretchenon" is not in my vocabulary.]

>put gretchen on bed

You sweep most of the rubbish onto the floor. Gretchen falls sloppily into the bed, revealing an unusual quantity of midriff and thigh. "Hey, Eager Erkibean, you're pity strong. Pretty stong. Can I meal your, uh, feel your muzzles <giggle> nuzzle your muzzle..."

>no

No one asked you a question!

You begin to feel kind of sleepy. Normally, this wouldn't pose much of a problem, except that you've already pulled a few all-nighters this week.

>bip

A few measures of romantic music floats through the air.

>enter bed

You snuggle up next to Gretchen, and immediately slip into a deep snooze.

You are high atop the mast of a pirate ship. Far below, Lola Tigerbelly is being forced to walk the plank, into the mouth of the waiting Loch Pik Monster. Grabbing a rope, you swoop down and pluck Lola from the very edge of the plank...

You wake up rested, refreshed, and feeling a bit stiff.

Your Room, on your bed

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

A scribbled note has been tacked up next to your door frame.

You recall that somewhere beneath the disaster is something bed-like.

You see a registration form, a spell book, a notebook and a pack of cigarettes here.

>read note

[Taking the scribbled note first.]

"Eddie --

Thanks for being so gallant & helping me when I passed out in the Court, & for letting me sleep in your bed, & for being such a gentleman & not trying to take advantage of my condition. Maybe we'll run into each other at another party. If my dad ever lets me out again, that is!

--Gretch

p.s. In case you hadn't noticed, I bummed a cigarette."

>w

[You get off your bed first.]

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We retreat!"

"The Car Thieves spray you with bullets! Roll two forty-sided

dice and one seventeen-sided die... Your Bodyguard is hit in the shoulder and takes 1800 damage points! Your Debutante is hit in the head! Her brain is splattered all over the side of an expensive imported sports car!"

>n

Batguano Court

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Copies of today's edition of the school newspaper are piled here. Many people are grabbing copies as they cross the Court -- it's amazing how many folks have fish that need wrapping.

>save

wed

Saving...

>get paper

You take a newspaper from the pile.

>n

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Greasy workers wearing greasy aprons are dispensing greasy food. This morning's delightful eye-opener: roast dragon bladders. Exits lie to the north and south.

>eat dragon bladder

What a revolting idea.

>get dragon bladder

What a revolting idea.

>drink dragon bladder

You seem to have a drinking problem.

>s

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You see a pile of newspapers here.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questioning eyes of a veteran adventure game player like you, is set into the floor.

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>x chair

The chair is old and uncomfortable-looking. The dim light casts dark, forboding shadows across the chair.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>s

If you want to swim the moat, say so.

>i

You are holding a lead-plated sword, today's paper, a scribbled note and a popular book.

You are wearing a cloak.

>climb tree

You climb the tree, and your weight seems to be the straw that broke the camel's back... or, at least, the sorcerer that broke the tree's roots. The tree groans and then tumbles over, spilling you into the moat. The sharp rocks open a few veins, which really whips the crocs and piranhas into a hungry frenzy -- and you're dinner!

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

The monitoring professor enters the room. "Okay, your grade is 0. That's pretty bad. You're lucky we don't have a Level 0 for Sorcerers like you! Hit the books, Easelbrook!" By the time the post-simulation dizziness has cleared, the professor has left.

>w

[You get off the simulation chair first.]

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes; Spellcasting 101 is currently in session. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

"Good morning, Professor Wartytoad!" the class chants.

"I trust that everyone has purchased a spell book from the campus bookstore... Eh, what's that? Oh, right, nowadays they hand them out at registration. I hope they didn't run out this year. Did everyone get one?" No hands. "Good!"

>take notes

You don't have your notebook.

"Did everyone get one of the BIP spell boxes I handed out on Monday? And did anyone have any trouble transferring BIP into their spell books? Good! We can begin our first real spellcasting exercise!"

>restore

Restoring...

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You see a pile of newspapers here.

>s

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We summon an ambulance."

"The ambulance takes you to a large hospital in the center of the city. A number of injured shoppers are clustered about the admitting desk."

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

You see a registration form, a spell book, a notebook and a pack of cigarettes here.

>get all

registration form: Taken.

spell book: Taken.

notebook: Taken.

pack of cigarettes: Taken.

>w

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"How much for treatment?"

"For the Bodyguard, 150 gold pieces. The debutante cannot be treated here. The Physician recommends a Faith Healer at a nearby strip mall."

"We pool our gold pieces."

"You have 137 gold pieces between you."

>n

Batguano Court

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You see a pile of newspapers here.

>get paper

You take a newspaper from the pile.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>e

Simulation Lab

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The timeworn simulation chair sits ominously in the center of

room, unused at the moment.

>n

Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

>sw

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>read paper

This is the student newspaper, THE SORCERER SOURCE. There are four features that you can read: News, Arts, Sports, and Editorials.

>read news

WRIGGLINGWORM, FAMED MAGE, DEAD AT 110 - Walter Wrigglingworm, called the greatest sorcerer of his time, died of unknown causes yesterday at his home in Barfton.

Wrigglingworm was a former dean of SU's school of Applied Spellcasting. He retired to Barfton in 1018, citing poor health.

A famous and widely-respected magician and scientist, Wrigglingworm is credited with the development of over 80 new spells, including the world's first Level 8 spell.

Wrigglingworm is survived by three children, 8 grandchildren, and 13 great-grandchildren.

A bell rings, signifying the start of the morning class. The

lecture hall quickly fills with students.

"Come to order, come to order, Spellcasting 101 is now in session." The usual hush falls over the room; this is obviously the one subject which truly holds the interest of the students.

"Good morning, young sorcerers."

>take notes

You begin taking notes.

"Good morning, Professor Wartytoad!" the class chants.

"I trust that everyone has purchased a spell book from the campus bookstore... Eh, what's that? Oh, right, nowadays they hand them out at registration. I hope they didn't run out this year. Did everyone get one?" No hands. "Good!"

>read arts

EDITUR SICK - The arts editur wuz sick today so he couldnt right nothing. Sorry. Hes probly gonna be better real soon so dont worry.

"Did everyone get one of the BIP spell boxes I handed out on Monday? And did anyone have any trouble transferring BIP into their spell books? Good! We can begin our first real spellcasting exercise!"

>bip

A few measures of romantic music floats through the air.

"Let's review some of the basics, first. The keys to proper spellcasting are context, concentration, pronunciation, and a positive frame of mind. That said, let's all try and cast a BIP spell at this point."

>bip

A few measures of romantic music floats through the air.

"That was pathetic," winces the prof, as the lecture hall fills with a horrible cacophony of screeches, croaks, and one loud, long, fart. "This is the simplest spell in the universe! It's IMPOSSIBLE to screw up!"

>read sports

2 KILLED AS OCELOTS FALL TO PUMAS - Two SU horsemen were

fatally injured yesterday as the Ocelots were devastated in their Megajoust against the clearly superior Paladin University Pumas. The loss was decisive, with a final score of 42 to 29.

In a match that also featured a death on the visiting team, the Ocelots saw 6 players go down with injuries, and staggered under the weight of no less than 12 falls. The contest featured three one-on-ones, a triple joust, a quadruple joust, and the standard final free-for-all.

The continuing rash of deaths brings the season's total of fatalities to seven. Coach Marty Beadsofsweat expressed concern that there could be a dropoff in the number of students showing up for tryouts.

The loss leaves the Ocelots just a game out of the cellar, ahead of only the Puffballs of Hairdresser University.

"Sigh. Okay. From the top. Context: the situation or environment. Don't expect results if you cast WIX -- change water to nectar -- in the middle of the desert. Of course, context isn't an issue in the case of a so-called Universal Spell, like BIP."

>wix

[The word "wix" is not in my vocabulary.]

>read editorial

ADMINISTRATION, STUDENTS SHOULD WORK TOGETHER - Recent weeks

have seen several confrontations between the administration and various student groups: the erection of shanties in Batguano Court to protest the treatment of avocado harvesters in Port Curdle, the decision to increase the SpellLab requirement for Sophomores to 15 hours per week, and the controversy over a fraternity party band that some find offensive.

These incidents would be more swiftly and peacefully resolved through discussion instead of confrontation, since the energy expended

On second thawt, who cares about these dum protests anyway? The only thing worse than the stoopid petty toads who run this skool are the spoiled little brats who go here. Best thing would be if ya all killed each other, haw, haw, haw!

"Concentration: the mark of a master sorcerer is his ability to focus all of his attention on the spellcasting process. It's a recipe for failure if you let your thoughts wander to yesterday's Pokkaball scores, or to tomorrow's Mythology quiz, or to the hot babe you met at the mixer."

>take ntoes

[The word "ntoes" is not in my vocabulary.]

>take notes

You're already taking notes!

"Pronunciation: intuitively obvious, but still so often overlooked in the frenzy of spellcasting. An example of the critical nature of accurate pronunciation is the sobering similarity between HURVON -- clean tarnished silverware -- and H URBOM -- summon a cloud of flesh-eating locusts."

>hurbom

[You can't use the word "hurbom" in this game.]

>z

You take notes as time passes...

"Positive frame of mind: We'll spend several entire lectures on this subject next month. Suffice it to say that no magic spell will work unless the caster has utter faith that it will. The slightest hint of skepticism or lack of confidence, and the spell is broken. Think of the cartoon figure, who has no problem walking on air, until he realizes he's doing it, at which point he plummets to the bottom of the cliff."

>z

You take notes as time passes...

"Remember those four points, and let's try that BIP spell again at this juncture."

>bip

A few measures of romantic music floats through the air.

"Ouch!" screams the prof, as a noise like a barnyard fight reverberates around the hall. Understandably, as several

students have miscast the spell, conjuring up three chickens and a goat. The prof shoos the animals outside, and says, "Good illustration of the pitfalls of bad pronunciation."

>z

You take notes as time passes...

"I hate doing this, but we're going to have pick on some individuals. Is, uh, Mike Meanderingcreek here?" A hand timidly creeps into view. "Okay, Mike, cast BIP."

>z

You take notes as time passes...

"Ahem..." Mike clears his throat and casts a credible BIP, wavering only slightly toward the very end of the short spell. Three melodious notes waft across the hall, followed by a grating squeak like chalk on a chalkboard. "Not bad... but you lost your concentration right at the end there."

>z

You take notes as time passes...

"Let's call on, uh, Frank Flowerthatbloomsinspring. Is Frank here? Okay, Frank, let's see your best BIP."

>z

You take notes as time passes...

"Okay, here comth my betht BIP." He casts a horribly mispronounced BIP, and a large fire breaks out on the lectern. The professor quenches the fire, and after the smoke clears he says, "Uh, Frank, I think I'd better sign you up for some tutoring to work on that speech impediment."

>z

You take notes as time passes...

"Is Ernie Eaglebeak here?" You reluctantly raise your hand. "Hi, Ernie. Please cast a BIP spell for us."

>bip

A few measures of romantic music floats through the air.

"A very credible casting, Mr. Eaglebeak! You have a gift for

it, I believe! I hope that everyone took note of that excellent form as well as the carry through."

>z

You take notes as time passes...

"Now remember, class, once you learn to properly cast in the sedate environment of a classroom or study chamber, you've barely begun to master the art of casting! Much of your casting will occur in adverse conditions; maintaining your pace and concentration will be much MUCH harder!"

>z

You take notes as time passes...

"To help you improve your casting in adverse conditions, I'm going to give you some exercises. First of all, I consulted with Professor Catsanddogs, the school's expert in Thaumaturgical Meteorology, and he tells me that we will have a major thunderstorm this evening at 11:50. I want you to practice your casting during the height of the storm while standing out in the Court."

>z

You take notes as time passes...

"Furthermore, the annual Senior Class Food Fight has been scheduled for the cafeteria for Friday morning at 8:20. I want all of you there casting one BIP after another. Not only will it improve your techniques, it will add a festive background of music to the Food Fight."

>z

You take notes as time passes...

"Lastly, I want you to find a partner, and spend at least two hours casting while your partner stomps on your toes and shouts obscenities into your ear."

>z

You take notes as time passes...

"At our next session, I'll distribute your second spell, MUK. It causes dough to rise, and it's the simplest of all the

cooking related spells. These cooking spells should be very useful once you've mastered them, especially since visiting day is still over two months away, and that's the only time the cafeteria serves a decent meal!"

>z

You take notes as time passes...

"Oh, I almost forgot! Sunday at noon! The Junior Class Spelling Bee! Go and see the kinds of spells you'll be handling in a couple of years!"

>z

You take notes as time passes...

A bell rings, signifying the finish of the morning class. The lecture hall quickly empties and you stop taking notes.

>n

You can't go that way.

>ne

Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

>x desk

The desk is an antique, but beautifully maintained.

>sw

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set into the floor.

>w

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>n

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Greasy workers wearing greasy aprons are dispensing greasy food. This afternoon's sumptuous selection: burnt cankersaur burgers. Exits lie to the north and south.

>eat burger

What a revolting idea.

>take burger

What a revolting idea.

>s

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You see a pile of newspapers here.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast.

"Hi, Ernie!" yells a senior you met during orientation week.
"Drop by tonight around 8:00! It's gonna be party city here!
We're gonna sing 'til we swing, drink 'til we sink, eat 'til we
bleat, dance till we lose our pants, and we're gonna keep on tr
ucking 'til we all start... well, you get the idea. Be there or
be square, eh?"

>ne

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Stadium, is the heart of the Sorcerer U campus. To the east is
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stadium looms to the west. Brick walks also lead northwest and
southwest. In the center of the courtyard is an impressive
fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>save

Saving...

>s

Frogkisser House

You are standing in the central lounge area of the primary
on-campus dormitory. Your room lies off to the east, and a
stair ascends toward the housemaster's suite. There are exits
to the north and southwest; also, a hallway of ancient stone
beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in
a game of "Malls 'n' Muggers."

"We'll abandon the Debutante -- Sorry, Charlie -- and leave
the hospital."

"You're in an alley, flanked by a hospital and a toaster oven
factory outlet. The alley opens onto a major thoroughfare. But,
wait! An unexpected blackout hits the city! Six Looters

immediately smash the windows of the factory outlet!"

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

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>nnw

[Sorry, I don't know the word "nnw"; I'm just a dumb, underpaid parser.]

>nw

The door isn't open.

>knock on door

There's no answer.

>open door

The door appears to be locked.

>examine door

The door is closed.

>examine house

The President's House stands on the bank of the river, just northwest of the boathouse.

>push door

Nothing happens. The door is clearly no pushover.

A bell rings, signifying the start of the early afternoon

class.

>undo

[Undone.]

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>restore

Restoring...

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You see a pile of newspapers here.

>e

Meltingwolf Hall

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trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>w

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>ne

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You see Professor Tickingclock here.

>s

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You see Professor Tickingclock here.

>talk to professor

"Blah, blah, blah..."

>sw

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes; General Magic 101 is currently in session. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

A bell rings, signifying the start of the early afternoon class. The lecture hall quickly fills with students.

"Okay, settle down. Today we're going to look at the creatures which Otto Fernlips has identified in his Treatise on Eleven Magical Creatures, published in 855."

>take notes

You begin taking notes.

"First on Fernlips' list is the Cankersaur, whose massive fifty-yard body can only sustain its size by producing a constant, internally-generated levitation field. Often hunted for sport, it possesses sharp teeth and strong jaw muscles, and can stomp a horse to jelly with one tap of its massive feet."

>z

You take notes as time passes...

"The greatest danger posed by a Cankersaur, however, come from the open sores which cover every inch of its scaly skin, including its long, swinging tail. A single contact brings an onslaught of terrible diseases, usually leaving the victim begging for death. In order to maintain distance, Cankersaurs are best fought with a shooting weapon, such as a sling or bow."

>z

You take notes as time passes...

"Next is the Vamoose, a creature that is half moose, half gorgeous woman. It lures its victims in with spells promising sexual delight, then gores them on its great antlers."

>z

You take notes as time passes...

"The Vamoose can feed on anything from finely-prepared meats to raw nuts and berries -- but it prefers the raw, steaming flesh of recently gored young male sorcerers. Fireballs, swinging weapons, and spells of aging are particularly effective."

>z

You take notes as time passes...

"The Mud Devil appears in the Fernlips Treatise for its ability to remain submerged in a mudbath for hours, even days, at a time. Nasty-tempered, they live in small nuclear-family groupings in cottages in the woods. "

>z

You take notes as time passes...

"Mud Devils run on the large side, with long pointy teeth and even longer pointier claws. Their favorite activities are tearing intruders to shreds, eating, copulating, and tearing intruders to shreds. The entry from Rottingfencepost's Battle Guide on Mud Devil combat is only three words long: 'Avoid, avoid, avoid!'"

>z

You take notes as time passes...

"We're all familiar with Pufferslugs, commonly found in flower gardens. When frightened, they inflate to forty-thousand times their normal size. "

>z

You take notes as time passes...

"Despite its threatening appearance when inflated, a Pufferslug is completely harmless, and subsists entirely on invisible airborne plant spores. Any pointy weapon will quickly let the air out of this fellow's sails."

>z

You take notes as time passes...

"Anyone who grew up on a farm knows about Hellhamsters. They live in piles of leaves, woodchips, and manure, have an incredible leaping range of ninety feet, and can devour entire live goats in a single gulp."

>z

You take notes as time passes...

"Although one Hellhamster is not usually fatal to Humans or other intelligent races, they often travel in pairs. A Hellhamster is best vanquished using helltweezers."

>z

You take notes as time passes...

"The most dangerous variety of dragon, an Atomic Dragon grows to twice the size of a normal dragon, has armored skin which even iron weapons cannot pierce, and breath which is filled with a magic poison called radioactivity."

>z

You take notes as time passes...

"A mere singe of Atomic Dragon breath will cause the victim to sicken and die. The only decent weapon against an Atomic Dragon is a lead-plated sword."

>z

You take notes as time passes...

"The Wigwig is a nasty insect which burrows into artificial hairpieces and lays its eggs there. It can only be killed during a double full-moon, and even then, only by using an enchanted counterpunch."

>z

You take notes as time passes...

"An important note: the DIMBUB spell, which restores receding hairlines, has the known side effect of rendering Wigwigs sterile."

>x spellbook

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)"

"No longer considered magical by thaumaturgic researchers is the Two-Headed Attorney. As you know from grade school, Two-Headed Attorneys don't have two heads, but are merely called that because of the multi-eyed bumps on each side of the ir otherwise headless shoulders."

>z

You take notes as time passes...

"Two-Headed Attorneys are also not attorneys, but are merely called that because of their proclivity to suck blood from widows and orphans. Most weapons will have some effect on this monster, but the most potent weapon is a Spell of Disbarment."

>z

You take notes as time passes...

"Some believe the tales of the Loch Pik Monster to be the products of overly imaginative sailors, or bored sailors, or just plain drunk-on-navy-grog sailors."

>z

You take notes as time passes...

"Others swear they have seen the long thin neck and rows of sharp teeth thrusting up from the treacherous waters of the

southeastern Fizzbottle Ocean."

>z

You take notes as time passes...

"The Tangerclops is a fearsome cross between a cyclops and a tangerine. This one-eyed fruit can bash you senseless and devour you in seconds."

>z

You take notes as time passes...

"Their one weakness is an unthinking fear at the mention of the name of Bentscrewdriver, inventor of the automated tangerine peeling machine."

>z

You take notes as time passes...

"Finally, we come to the dreaded Acid Storm, a floating cloud-like creature which hovers over a town, pouring down torrents of acid until all residents and buildings have been melted down into one easily digested puddle."

>z

You take notes as time passes...

"With our modern Acid Storm detection network, we now get ample notice to vacate towns before an Acid Storm attack. However, travellers in the countryside are advised to pack a glass-coated poncho." The class begins stirring in preparation to depart.

The professor raises his voice to be heard over the rustling. "For next time, read the Treatise on Magical Plants and Shrubs, by Henry Fluffyseedpods!"

>z

You take notes as time passes...

A bell rings, signifying the finish of the early afternoon class. The lecture hall quickly empties and you stop taking notes.

>save

gym class
Saving...

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>x book

[Which book do you mean, the notebook, the spell book or the popular book?]

>read book

[Which book do you mean, the notebook, the spell book or the popular book?]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)"

>vai

A finger of magical energy zips in circles around you, finally striking the leaning tree. The leaves of the tree grow fuller and greener.

>zem me

You are filled with a feeling of robustness.

>x sword

If you've seen one lead-plated sword, you've seen them all.

>climb tree

You climb the tree, and your weight seems to be the straw that broke the camel's back... or, at least, the sorcerer that broke the tree's roots. The tree groans and then tumbles over, spilling you into the moat. The sharp rocks open a few veins, which really whips the crocs and piranhas into a hungry frenzy -- and you're dinner!

The world dissolves around you...

Simulation Lab, on the simulation chair

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The monitoring professor enters the room. "Wait a second while I reclaim the simulation spells... Okay, your grade is 0.

That's pretty bad. You're lucky we don't have a Level 0 for Sorcerers like you! Hit the books, Easelbrook!" By the time the post-simulation dizziness has cleared, the professor has left.

>restore

Restoring...

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old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

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>i

You are holding a lead-plated sword, today's paper, a pack of cigarettes, a notebook, a spell book, a registration form, a scribbled note and a popular book.

You are wearing a cloak.

>drop sword

The lead-plated sword seems to disappear before it reaches the ground.

>vai

A finger of magical energy zips in circles around you, finally striking today's paper. Nothing happens. Unsurprising, since today's paper isn't a plant.

>vai tree

The leaves of the tree grow fuller and greener.

>vai branch

The leaves of the tree grow fuller, several new branchlings sprout, and the trunk swells with sap.

>climb tree

You climb the tree, and your weight seems to be the straw that broke the camel's back... or, at least, the sorcerer that broke the tree's roots. The tree groans and then tumbles over, spilling you into the moat. The sharp rocks open a few veins, which really whips the crocs and piranhas into a hungry frenzy -- and you're dinner!

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>sit

You're in the simulation chair!

>w

[You get off the simulation chair first.]

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>w

Batguano Court

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>w

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

>z

Time passes...

A bell rings, signifying the start of the late afternoon class.

A group of freshmen straggle onto the field, and Physical Skills class commences. Normally, you'd be participating, but you're excused this week due to a slightly sprained pinky.

>take notes

There's no lecture to take notes on!

>z

Time passes...

>e

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

Beating the Simulation Lab

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>drop all

today's paper: Dropped.

pack of cigarettes: Dropped.

notebook: Dropped.

spell book: Dropped.

registration form: Dropped.

scribbled note: Dropped.

popular book: The book is so good you can't put it down.

cloak: You'll have to remove the cloak before you can drop it.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>i

You are holding a lead-plated sword and a popular book.

You are wearing a cloak.

>vai tree

You don't have a spell book!

>restore

Restoring...

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>drop all except spell book

today's paper: Dropped.

pack of cigarettes: Dropped.

notebook: Dropped.

registration form: Dropped.

scribbled note: Dropped.

popular book: The book is so good you can't put it down.

cloak: You'll have to remove the cloak before you can drop it.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)"

>look

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>x moat

You see nothing special about the moat.

>x tree

You see nothing special about the leaning tree.

>gum tree

[The word "gum" is not in my vocabulary.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)"

>gub tree

The roots of the tree seem to wither before your eyes. Then, so slowly at first that you're not sure it's even happening, the tree begins to tip. Faster and faster it tips, until it falls against the far side of the moat with an earth-shaking impact, forming a crude but usable bridge across the moat!

>cross tree

Base of Keep

You stand between a deadly moat and the towering sandstone walls of a castle keep. At the very top of the keep, a hundred feet above you, is a narrow window. Clinging tenaciously around the base of the keep are clumps of sickly ivy, climbing three or four feet up the walls.

A plume of fire shoots past your shoulder and hits the castle wall, leaving it glowing with an unearthly color. You spin

around to see an atomic dragon closing in.

A scream of distress spills from the tower window.

>zem me

The dragon roars, shattering your concentration.

A scream of distress spills from the tower window.

The cry of distress suddenly rises to a blood-curdling shriek.

Then, silence.

The dragon bellows a challenge, and the mighty blast of glowing dragon breath washes past you as you dodge to the side.

>zem me

The dragon roars, shattering your concentration.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a scribbled note, a registration form, a notebook, a pack of cigarettes and today's paper here.

The monitoring professor enters the room. "Wait a second while I reclaim the simulation spells... Okay, your grade is 50.

That's pretty bad. You're lucky we don't have a Level 0 for Sorcerers like you! Hit the books, Easelbrook!" By the time the post-simulation dizziness has cleared, the professor has left.

>restore

Restoring...

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny

trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>drop all except spell book

today's paper: Dropped.

pack of cigarettes: Dropped.

notebook: Dropped.

registration form: Dropped.

scribbled note: Dropped.

popular book: The book is so good you can't put it down.

cloak: You'll have to remove the cloak before you can drop it.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>gub tree

The roots of the tree seem to wither before your eyes. Then, so slowly at first that you're not sure it's even happening, the tree begins to tip. Faster and faster it tips, until it falls against the far side of the moat with an earth-shaking impact,

forming a crude but usable bridge across the moat!

>zem me

You are filled with a feeling of robustness.

>cross tree

Base of Keep

You stand between a deadly moat and the towering sandstone walls of a castle keep. At the very top of the keep, a hundred feet above you, is a narrow window. Clinging tenaciously around the base of the keep are clumps of sickly ivy, climbing three or four feet up the walls.

A plume of fire shoots past your shoulder and hits the castle wall, leaving it glowing with an unearthly color. You spin around to see an atomic dragon closing in.

A scream of distress spills from the tower window.

>attack dragon with sword

A mighty blow drives the sword deep into the dragon's bosom. Badly wounded, the dragon bellows mournfully, spreads its awesome wings, and soars away with the blade still embedded in its mighty chest.

A scream of distress spills from the tower window.

>x window

You can't see into the window from down here.

A scream of distress spills from the tower window.

>n

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree has fallen across the moat

.

>s

Base of Keep

You stand between a deadly moat and the towering sandstone walls of a castle keep. At the very top of the keep, a hundred feet above you, is a narrow window. Clinging tenaciously around

the base of the keep are clumps of sickly ivy, climbing three or four feet up the walls.

A scream of distress spills from the tower window.

The cry of distress suddenly rises to a blood-curdling shriek. Then, silence.

You suddenly feel less robust as the ZEM spell wears off.

> vai ivy

The ivy begins growing madly, its thickening vines climbing the tower until they surround the window far above.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a scribbled note, a registration form, a notebook, a pack of cigarettes and today's paper here.

The monitoring professor enters the room. "Wait a second while I reclaim the simulation spells... Okay, your grade is 70.

There's room for improvement here, Evilbeast." By the time the post-simulation dizziness has cleared, the professor has left.

>restore

Restoring...

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>drop all except spell book

today's paper: Dropped.

pack of cigarettes: Dropped.

notebook: Dropped.

registration form: Dropped.

scribbled note: Dropped.

popular book: The book is so good you can't put it down.

cloak: You'll have to remove the cloak before you can drop it.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>gub tree

The roots of the tree seem to wither before your eyes. Then, so slowly at first that you're not sure it's even happening, the tree begins to tip. Faster and faster it tips, until it falls against the far side of the moat with an earth-shaking impact, forming a crude but usable bridge across the moat!

>zem me

You are filled with a feeling of robustness.

>cross bridge

Base of Keep

You stand between a deadly moat and the towering sandstone walls of a castle keep. At the very top of the keep, a hundred feet above you, is a narrow window. Clinging tenaciously around the base of the keep are clumps of sickly ivy, climbing three or four feet up the walls.

A plume of fire shoots past your shoulder and hits the castle wall, leaving it glowing with an unearthly color. You spin around to see an atomic dragon closing in.

A scream of distress spills from the tower window.

>attack dragon with sword

A mighty blow drives the sword deep into the dragon's bosom. Badly wounded, the dragon bellows mournfully, spreads its awesome wings, and soars away with the blade still embedded in its mighty chest.

A scream of distress spills from the tower window.

> vai ivy

The ivy begins growing madly, its thickening vines climbing the tower until they surround the window far above.

A scream of distress spills from the tower window.

>climb ivy

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

>save

sim

Saving...

>x lever

If you've seen one lever, you've seen them all.

The damsel shrieks with horror as the pendulum gruesomely slices through her torso, splattering you with her blood.

You suddenly feel less robust as the ZEM spell wears off.

>restore

Restoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

>push lever

The pendulum stops moving. The damsel swoons with relief.

You suddenly feel less robust as the ZEM spell wears off.

>zem me

You are filled with a feeling of robustness.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a scribbled note, a registration form, a notebook, a

pack of cigarettes and today's paper here.

The monitoring professor enters the room. "Wait a second while I reclaim the simulation spells... Okay, your grade is 90. There's room for improvement here, Evilbeast." By the time the post-simulation dizziness has cleared, the professor has left.

> restore
Restoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

>pull lever
The pendulum stops moving. The damsel swoons with relief.
You suddenly feel less robust as the ZEM spell wears off.

>kiss princess
[The word "princess" is not in my vocabulary.]

>x shackles
The chains hold the damsel prisoner.
The world dissolves around you...

Simulation Lab, on the simulation chair

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You see a scribbled note, a registration form, a notebook, a

pack of cigarettes and today's paper here.

The monitoring professor enters the room. "Wait a second while I reclaim the simulation spells... Okay, your grade is 90. There's room for improvement here, Evilbeast." By the time the post-simulation dizziness has cleared, the professor has left.

>restore

Restoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

>hit shackles with sword

[There doesn't seem to be any sword here.]

>remove shackles

As you approach the damsel, the sharp, swinging pendulum strikes you, turning you into Sorcerer Tartar.

The damsel shrieks with horror as the pendulum gruesomely slices through her torso, splattering you with her blood.

You suddenly feel less robust as the ZEM spell wears off.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a scribbled note, a registration form, a notebook, a

pack of cigarettes and today's paper here.

The monitoring professor enters the room. "Wait a second while I reclaim the simulation spells... Okay, your grade is 80. There's room for improvement here, Evilbeast." By the time the post-simulation dizziness has cleared, the professor has left.

>restore

Restoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

>pull lever

The pendulum stops moving. The damsel swoons with relief.

You suddenly feel less robust as the ZEM spell wears off.

>remove shackles

You unchain the damsel. "Oh, thank you, kind sorcerer!"
sorcerer!"

The world dissolves around you...

Simulation Lab, on the simulation chair

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The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a scribbled note, a registration form, a notebook, a pack of cigarettes and today's paper here.

The monitoring professor enters the room. "Wait a second while

I reclaim the simulation spells... Okay, your grade is 100. Nice work, Eggbeater!" By the time the post-simulation dizziness has cleared, the professor has left.

>save
simdone
Saving...

>sit
You're in the simulation chair!

>get up
You get off the simulation chair.
A bell rings, signifying the start of the late afternoon class.

>sit
As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>i
You are holding a lead-plated sword, a spell book and a popular book.
You are wearing a cloak.

>read spell book
"LeBosko Brand (tm) All-Purpose Spell Book
Your level 1 spells:
BIP (produce soft music)
VAI (healthy plants)

GUB (diseased plants)
ZEM (increase fighting ability)"

>restore
Restoring...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a scribbled note, a registration form, a notebook, a pack of cigarettes and today's paper here.

>get all
scribbled note: Taken.
registration form: Taken.
notebook: Taken.
pack of cigarettes: Taken.
today's paper: Taken.

>n
[You get off the simulation chair first.]
Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

You see Professor Tickingclock here.

A bell rings, signifying the start of the late afternoon class.

>ask professor about daughter
[The word "daughter" is not in my vocabulary.]

>x paintins
[The word "paintins" is not in my vocabulary.]

>x paintings

The paintings are various poses of the professor's young wife, Hillary. He is obviously totally devoted to her -- and based on what you can see, for very good reason!

>ask professor about hillary

"Hillary is my light, my beacon, my reason (cough) for (cough cough) living..." Based on the sound of things, even Hillary isn't going to keep the geezer going much longer.

>give pack to professor

While it is better to give than to receive, Professor Tickingclock doesn't seem to be in a very receptive mood.

>sw

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>d

The trap door isn't open.

>open trap door

Ugh! The trap door weighs a ton! It's way too heavy to lift -- at least for someone without good hernia insurance.

>w

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a

stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>w

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. Physical Skills 101 is in session on the field; you and the other freshmen are being shown some basic combat skills. You would normally join in, but you bent your pinky in a funny direction while practicing spellcasting gesticulations, and you're excused for a few days. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

>read notes

"MYTH 101 notes:

Mineola/Light, Manhasset/Dark
(bored)

Ocarina/Beauty

Glockenspiel/Ugly

Ock + Glock -> Peloria

(fight over baby)

Uvula/Love, Basilica/Life, Adagio/Nice Odor

Aden./Hate, Barbican/Death, Diatonic/Foul Odor
BIG battle (stars remnants)

Baccarat/War

Bac kills Peloria!

P's body forms the world

(world both beautiful and ugly)

gods & goddesses afraid of Bac

Bagatelle/Peace

Bac & Bag make whoopee

****LETTER TO AUNT MATILDA****

plants, animals

humans

thunder, etc: sign of gods

****BUY SHAMPOO****

Chap 37 & 38, paper due Mon

ETH 101 notes:

6 stages of restaurant:

1. opens 2. golden stage 3. crowded

4. raise \$\$ 5. no one goes 6. closes

time scale varies

#7 - cheated ench:

Level 3, cheated, has LIFWAD

ignore, report, reclaim?

[one large doodle]

->don't use magic to steal

#2 masq. mage:

dying girl, celery dip

->mission from king top priority

#8 wooing wizards:

Lev 3 & Lev 4 rivals

**** BUY ACNE CREAM ****

->two wrongs don't make right

inform IBSC

revoc is perm; appeal after 4 yrs

Thur: role-playing

Cases 12, 13, 15

Tue: Don Weepinghippo!

SPCAST 101 notes:
(everyone has sbooks)
(everyone had BIP)
context, concen, pronun, fr of mind
LOVE POEM FOR LOLA!!!
context: WIX near water
concentration: focus attention
pronunciation: HURVON not = HURBOM
frame of mind: faith!
"Your eyes are the sun & the moon"
"I dream that I'll see them real soon"
"We'll walk on the beach"
concentrate thru end...
"And we'll share a ripe peach"
(speech impediment)
ME!!!
real casting in adverse cond's
thunderstorm @ 11:50pm
foodfight @ 8:20am Fri
two hrs w/ partner
Mon: MUK
Sun @ noon: Junior Spelling Bee

GEN MAG 101 notes:
Cankersaur: 50 yards long
avoid contact; shooting weapon
Vamoose: half moose, half babe
spells of aging
Mud Devil: submerged for hrs
avoid!
Pufferslugs: inflate 40,000X
pointy weapon
Hellhamster: leap 90 feet
helltweezers
Atomic Dragon: radioactivity
leap-plated sword
Wigwig: enchanted counterpunch
DIMBUB renders them sterile
Two-Headed Attorney: not magic

spell of disbarment
Loch Pik monster: a tale?
SE Fizzbottle Ocean
Tangerclops: tangerine/cyclops
mention Bentscrewdriver
Acid Storm: melts whole towns
glass-coated poncho; ->Magic Plants"

>x skull

It may have been someone who drowned in the wicked currents of the estuary. More likely, it was a student who ate once too often at the dining hall.

>x scull

The elements have taken their toll on the scull.

>nw

The door isn't open.

>x knocker

[Sorry, I don't know the word "knocker"; I'm just a dumb, underpaid parser.]

>in

The door isn't open.

>n

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. Physical Skills 101 is in session on the field; you and the other freshmen are being shown some basic combat skills. You would normally join in, but you bent your pinky in a funny direction while practicing spellcasting gesticulations, and you're excused for a few days. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

>x scoreboard

"This week's schedule:

Tuesday 7:00 p.m.

13-man Megajoust

Sorcerer U vs. Paladin U

Wednesday 12:00 noon

Exhibition Match

Sorcerer U vs. Balmoral Sorcerers Guild

Wednesday 7:00 p.m.

3-sided Pokkage

Sorcerer U vs. Seaman U vs. Beggar U

Friday 7:00 p.m.

The Blue Demons in concert"

>e

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>x pigeon

Pigeons perching about the perimeter make passage periodically perilous.

>x shrubbery

[Sorry, I don't know the word "shrubbery"; I'm just a dumb, underpaid parser.]

>n

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Greasy workers wearing greasy aprons are dispensing greasy food. This evening's memorable repast: cactus salad and pufferslug stew. Exits lie to the north and south.

>read book

[Which book do you mean, the notebook, the spell book or the popular book?]

>popular

You read a few pages. It's very absorbing. Apparently, Vincent is still seeing Felicia, but Felicia's husband is accused of murdering the captain's mistress, who is secretly living in a nunnery in Upper Blabber, running a spice-smuggling network, and producing erotic sidewalk art for her uncle's lover Sabrina, who is, in fact, Felicia in disguise and travelling on a mission of assassination for the Duke's chancellor, Helmut, who is deeply in debt to none other than Vincent's father, the shipbuilding magnate! It's easy to see why it's such a smash bestseller.

>read popular book

You read a few pages. It's very absorbing. Apparently, Vincent is still seeing Felicia, but Felicia's husband is accused of murdering the captain's mistress, who is secretly living in a nunnery in Upper Blabber, running a spice-smuggling network, and producing erotic sidewalk art for her uncle's lover Sabrina, who is, in fact, Felicia in disguise and travelling on a mission of assassination for the Duke's chancellor, Helmut, who is deeply in debt to none other than Vincent's father, the shipbuilding magnate! It's easy to see why it's such a smash bestseller.

>s

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

A bell rings, signifying the finish of the late afternoon class.

>u

Library

This is the vast university library. It is a gloomy place, illuminated only by narrow strips of stained glass windows. The room is ringed by tiny alcoves filled with small statuettes of former university presidents. An almost ladder-like stair leads up to the stacks. A small sign is mounted at the foot of the stair.

>x books

The shelves are lined with books on every subject under the sun.

>push statuette

Nothing happens. The statuette is clearly no pushover.

>out

Meltingwolf Hall

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questing eyes of a veteran adventure game player like you, is set into the floor.

>w

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>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We'll abandon the Debutante -- Sorry, Charlie -- and leave the hospital."

"You're in an alley, flanked by a hospital and a toaster oven factory outlet. The alley opens onto a major thoroughfare. But, wait! An unexpected blackout hits the city! Six Looters immediately smash the windows of the factory outlet!"

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

>x bed

You really ought to change the sheets one of these months.

>w

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"How are the Looters armed?"

"With wooden sticks and light metal chains."

"We attack the Looters in a general melee."

"Roll one four-sided die, flip two coins, and pick an orange card... You kill two Looters and wound a third!"

>save

dnd

Saving...

>read plaque

"FROGKISSER HOUSE

The construction of this dormitory was made possible by a generous gift from Buford Frogkisser, Class of 878"

"We attack again!"

"Roll two twelve-sided die, pick one card from decks H and J, and pick one of these straws... You kill the wounded Looter, and wound the three other Looters! But, wait! Twelve more Looters appear, armed with napalm and surface to air missiles!"

"Run away! We run away!"

>u

At the top of the stair, the door to the housemaster's suite is opened by Professor Tickingclock's wife, Hillary. She's young enough to be your sister -- but your glands never react this way when you look at your sister! You've met Hillary briefly on several occasions, but on none of those occasions was she wearing a sheer nightgown. She hooks one (mostly bare) leg

around the door and whispers, "You must be looking for Professor Tickingclock. You might find him at his office. See you around!" Hillary shuts the door -- and was it your imagination, or did she blow you a kiss?

"You run away in a chaotic formation. A missile strikes your Housewife! She suffers no injury! A missile strikes your Investment Banker! He is blasted to smithereens! The remaining party members run into the safety of a large mall. You can leave the mall, or you may enter one of several shops: a footwear store, a chainsaw boutique, or a croissant emporium."

>zu

[I'm not familiar with the word "zu."]

>u

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"We enter the croissant emporium."

"A glass case filled with croissants spans the emporium. The Proprietor says that chocolate croissants are 2 gold pieces, raspberry croissants are 3 gold pieces, and dragon's egg croissants are 100 gold pieces. The only exit is back into the mall."

>u

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around the door and whispers, "You must be looking for Professor Tickingclock. You might find him at his office. See you around!" Hillary shuts the door -- and was it your imagination, or did she blow you a kiss?

"My Mall Rat buys a raspberry croissant."

"You pay 3 gold pieces. Do you want to check for a trap?"

"Yes."

"Your Health Inspector performs a scientific analysis, and discovers that the croissant has been laced with cyanide!"

>u

At the top of the stair, the door to the housemaster's suite is opened by Professor Tickingclock's wife, Hillary. She's young enough to be your sister -- but your glands never react this way when you look at your sister! You've met Hillary briefly on several occasions, but on none of those occasions was she wearing a sheer nightgown. She hooks one (mostly bare) leg around the door and whispers, "You must be looking for Professor Tickingclock. You might find him at his office. See you around!" Hillary shuts the door -- and was it your imagination, or did she blow you a kiss?

"We leave the emporium."

"You're back in the mall."

"We leave the mall."

"You exit to the parking lot. It is late; there are few cars in the lot, and the lights are dim and flickering. Suddenly, a band of Car Thieves jumps out and blocks your path!"

>z

Time passes...

"My Bodyguard wields his brass knuckles. My Thug wields his Saturday Night Special."

"The Car Thieves wield a semi-automatic submachine gun."

>z

Time passes...

"We retreat!"

"The Car Thieves spray you with bullets! Roll two forty-sided dice and one seventeen-sided die... Your Bodyguard is hit in

the shoulder and takes 1800 damage points! Your Debutante is hit in the head! Her brain is splattered all over the side of an expensive imported sports car!"

>z

Time passes...

"We summon an ambulance."

"The ambulance takes you to a large hospital in the center of the city. A number of injured shoppers are clustered about the admitting desk."

>z

Time passes...

"How much for treatment?"

"For the Bodyguard, 150 gold pieces. The debutante cannot be treated here. The Physician recommends a Faith Healer at a nearby strip mall."

"We pool our gold pieces."

"You have 137 gold pieces between you."

>u

Housemaster's Suite

This is the housemaster's apartment. It is a very nice place, other than the ancient lingering odor of shaving cream. A stair leads down to the student rooms.

An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

You see Professor Tickingclock here.

"Ah, Bernie, er, ah, Ernie, come in, my boy! Always glad when my, er, what's the word, advisees can join us for dinner. My wife is cooking, ah, has made some, er, yes, well..."

"So, Ernie, are you enjoying your studies, er, that is, is everything pleasant with you, uh, pleasant... Pheasant! That's it! Pheasant and potatoes!" As if on cue, Hillary enters with a platter of bird parts and roasted spuds. More delectable than the food is Hillary herself, in her tight, low-cut blouse and a skirt that, were it any shorter, would have to be called a belt. "I see you drooling there, my boy! Can't say I blame you! Pheasant is one of my favorites, too!"

>undo

[Undone.]

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

>undo

[You can't use "undo" after that.]

>restore

Restoring...

Frogkisser House

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>z

Time passes...

"We attack again!"

"Roll two twelve-sided die, pick one card from decks H and J, and pick one of these straws... You kill the wounded Looter, and wound the three other Looters! But, wait! Twelve more Looters appear, armed with napalm and surface to air missiles!"

"Run away! We run away!"

>z

Time passes...

"You run away in a chaotic formation. A missile strikes your Housewife! She suffers no injury! A missile strikes your Investment Banker! He is blasted to smithereens! The remaining party members run into the safety of a large mall. You can leave the mall, or you may enter one of several shops: a footwear store, a chainsaw boutique, or a croissant emporium."

>wait until 7:15

Time passes...

>u

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"Ah, Bernie, er, ah, Ernie, come in, my boy! You're a bit early, but that's fine, just fine! Always glad when my, er, what's the word, advisees can join us for dinner. My wife is cooking, ah, has made some, er, yes, well..."

"So, Ernie, are you enjoying your studies, er, that is, is everything pleasant with you, uh, pleasant... Pheasant! That's it! Pheasant and potatoes!" As if on cue, Hillary enters with a platter of bird parts and roasted spuds. More delectable than the food is Hillary herself, in her tight, low-cut blouse and a skirt that, were it any shorter, would have to be called a belt. "I see you drooling there, my boy! Can't say I blame you! Pheasant is one of my favorites, too!"

>undo

[Undone.]

Frogkisser House

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beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

Dinner with Tickingclock

>u

Housemaster's Suite

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An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

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>x hillary

Professor Tickingclock was probably already into the first stages of senility when his wife was BORN. Now, he has one foot and four other toes in the grave, and Hillary is at her prime.

What she sees in the old geezer is beyond you. At the moment, she seems like a trapped lioness, pacing around the apartment as though it were a cage, eying you like a meal to be devoured -- and, frankly, you can think of a lot of worse ways to go.

"Sit down, my boy, sit down! Chow down, as you young ones like to say! Hillary, fill my, um, oh, what's the word? My, um, plate!" Hillary places a single bony wing and a spoonful of

potatoes on the professor's plate. Then she turns to you and bending low, asks in a husky tone, "Can I serve you?"

>sit

You're now sitting at the dining set.

"Say, Ermine, um, sorry, Ernie, have you heard the news from Barfton? It seems old Wrigglingworm died last week. 110 years old, if he was a day, yes. Astonishing, yes.

"Wrigglingworm was one of the last three men alive who understand the secrets of the Sorcerer's Appliance. Now that he's gone, Peelerofsmallfigs over in the Ancient History Department and myself are the only one who, um, the only ones, that is, um, what was I saying?"

Hillary leans toward you. "You haven't touched my pheasant! I worked... long and uh, hard... to make it come out JUST right. I'll be VERY disappointed if you don't like my breasts and thighs."

>x breasts

There's nothing notable about pheasant.

"What was I, er, ah yes, the Appliance! Dangerous bit of, um, of, uh, too much power to place in the hands of man. Too much power. I'd be tempted to use it myself, except, of course, except for, um, yes, uh, delicious choice of wine, my dear!"

Hillary leans across the table and refills the old coot's cup. "Have some more, then."

>eat pheasant

You swallow a rather piggish portion. Mmmm! Best food you've had since you got to S.U.! It's good to discover that the cafeteria food hasn't totally killed your taste buds.

"So, my boy, looking forward to that concert by the Black Demons or Blue Devils or whoever they are? In my opinion, that kind of music's a bunch of, uh, a bunch of, um, attachments! That's the word! The Sorcerer's Appliance is useless without the Five Great Attachments, and they're scattered all (yawn) all over (yawn) all over the face of Peloria..." He begins snoring, and falls forward, leaving mashed potatoes all [yawn] all over [yawn] all over the face of Tickingclock.

Hillary lifts his head for a moment, ascertains that he is truly asleep, and lets him fall back into the potatoes. "How impressive -- he lasted over 10 minutes tonight! He must've had a quiet day!" She tosses the serving platter aside and leans back, exposing her shapely legs. "And what should we do now, hmmm?"

>save
dinner
Saving...

>talk to hillary
"Blah, blah, blah..."

>kiss hillary
Hillary eagerly attacks your lips, displaying form and technique that belie her paucity of years. You feel the tingling that foreshadows a really great five-star erection, but soon even that feeling is gone and you're left floating in a swirling fog of confused pleasure.

Some deeply-nested survival mechanism finally reminds you that breathing is something your body really likes to do now and you slowly return to reality to find yourself sitting in a chair with Hillary straddling your lap and panting in your ear.

>x left dial
The left dial can be set to any number from 1 to 15. It is currently set to 8.

Hillary slips an arm through the folds of your cloak and begins drawing random patterns on your chest with her fingers. "This cloak..." She blows into your ear. "...must be..." She nibbles at your neck. "...so very... so very... hot..." She sucks passionately at your shoulder.

>remove cloak
You strip off the cloak. Hillary licks her lips. "I like a man who gets right down to business."

>screw hillary

You and Hillary tumble to the floor like a pair of mad rabbits. Hillary simply erupts with passion. She is a truly passionate woman. Passion is her middle name. She is the Mount Vesuvius of passion. In the dictionary, under "passion," it says "see Hillary Tickingclock." She shrieks, topples an end table, tears down several window treatments, and breaks six pieces of expensive crockery. And then she nears orgasm and gets REALLY excited. Despite a crescendo of shrieks and moans which must surely have been noticed even by the oblivious M & M players, the professor snores blithely on.

Hillary rolls aside, glistening with sweat. "Not bad, sorcerer boy." She snarfs a cigarette and lights it. "You'll have to drop by again some time. The old goat plays Bridge every Thursday and Triple Fanucci every Sunday... oh, wait... my masseur comes on Thursdays... and I'm, uh, occupied on Sundays as well. But -- keep in touch!" She tidies you up and escorts you to the door.

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We enter the croissant emporium."

"A glass case filled with croissants spans the emporium. The Proprietor says that chocolate croissants are 2 gold pieces, raspberry croissants are 3 gold pieces, and dragon's egg croissants are 100 gold pieces. The only exit is back into the mall."

>n

Batguano Court

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stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast. As usual, a wild party is in progress.

"Ernie!" It's Bo Soundofthunder, an upperclassmen who you vaguely know. "Take this spell!" He hands you a standard spell box. "It should be loads of fun once the party really gets going! I'm off to the lab -- some of the boys are working on a make-clothes-invisible potion." He nudges you in the ribs as he leaves.

The beer keg runs dry, and the kegmeister blows a whistle that dangles around his neck. About three and a half seconds later, two fratmen trot up with a new keg and spirit the old one away.

>x skonn box

The SKONN spell box is closed.

The volume of the music ratchets up a notch, and the walls begin vibrating sympathetically.

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 4.]

A Graduation nymph, wearing a tiny cap and gown, appears and floats before you. "Congratulations! You've graduated to the rank of Level 2 Sorcerer! It's obviously inconvenient right now, but at your first opportunity, you should attend an address by some self-important windbag who's trying to be profound but is merely spouting cliches. Okay, promise? Good. Also, once you have an office, you'll want to write away to Sorcerer Central HQ for a suitably framed certificate." The nymph vanishes without a trace.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

Your level 2 spells:

SKONN (increase bust size)"

>ne

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>nw

I Phelta Thi

This is a small fraternity house with an exit to the southeast. As usual, a wild party is in progress.

>x partygoer

All the other partygoers seem to be having a romantic time.

A hand gently touches your forearm. The hand is connected to the loveliest young woman you've ever laid eyes on. (Except for Lola, of course, you remind yourself.) She leans close and whispers, "Please help me. I think that some of these frat boys have been trying to cast spells of intoxication on me! Daddy warned me... Say, haven't we met before? No, I guess not. Anyway, would you escort me outside?"

[KIDS: One of "those scenes" is coming up! Make sure mom and dad aren't looking over your shoulder before you go any further!]

>yes

Batguano Court

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The lovely young woman follows you, clutching at your arm. "By the way, you haven't told me your name," she prompts.

"My name is Eaglebeak," you begin, "Ernie Eaglebeak."

"Hi! I'm Gretchen Snowbunny."

"Snowbunny? As in President Snowbunny?"

"Yes, he's my daddy. Please don't get scared away by that... All the cute guys always get scared away when they learn that the school president is my daddy..."

Gretchen takes a deep breath of the warm air, and then swoons into your arms. "I... I guess they (hic) they did get me with a (hic) a few of those intoxication spells. Would you carry me to my house? I've got my key here somewhere... No, wait, daddy would kill both of us... Just carry me to some place where I can lie down for a while." She seems light enough, and her body feels warm and soft in your arms.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>u

Library

This is the vast university library. It is a gloomy place, illuminated only by narrow strips of stained glass windows. The room is ringed by tiny alcoves filled with small statuettes of former university presidents. An almost ladder-like stair leads up to the stacks. A small sign is mounted at the foot of the

stair.

>skonn statuette

A chilly shiver runs down your body, breaking your intense concentration and causing you to miscast the spell; you summon a small demon, who snarls angrily, singes the ends of your hair, and vanishes. Perhaps if you weren't stark naked...

>wear cloak

You put on the cloak.

>skonn statuette

One of the statuettes begins expanding, bursting out of its alcove and rising up toward the stacks. The bust, due to its curling lip, angular nose, especially bushy eyebrows, and low-sloped forehead, looks very climbable.

>u

In the Stacks

The University library is well-stacked -- not surprising, as you have enlarged its bust. [Sorry.] The stacks fill a suffocatingly crowded balcony. A stair leads down to the main floor of the library, as does the oversized bust.

You see a KABBUL spell box here.

[Your score has just gone up by 15.]

>get box

You take the KABBUL spell box.

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 9.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

Your level 2 spells:

SKONN (increase bust size)

Your level 3 spells:

KABBUL (restore lost souls)"

>kabbul gretchen

You attempt to cast the spell but, lacking the power and the skill, the spell fails. As a result, you summon a small demon, who snarls angrily, singes the ends of your hair, and vanishes.

>look

In the Stacks

The University library is well-stacked -- not surprising, as you have enlarged its bust. [Sorry.] The stacks fill a suffocatingly crowded balcony. A stair leads down to the main floor of the library, as does the oversized bust.

>x balcony

[You can't use the word "balcony" in this game.]

>d

Library

This is the vast university library. It is a gloomy place, illuminated only by narrow strips of stained glass windows. The room is ringed by tiny alcoves filled with small statuettes of former university presidents. An almost ladder-like stair leads up to the stacks. A small sign is mounted at the foot of the stair.

>skonn gretchen

Nothing happens.

>out

Meltingwolf Hall

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tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>w

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You begin to feel kind of sleepy.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast. As usual, a wild party is in progress.

A fratman with a build like a Pokkaball star claps you on the shoulder. "Would you mind taking your girl somewhere else to sleep it off?" He escorts you out of the frat...

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>undo

[Undone.]

Batguano Court

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aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>ssw

[Sorry, I don't know the word "ssw"; I'm just a dumb, underpaid parser.]

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast. As usual, a wild party is in progress.

A fratman with a build like a Pokkaball star claps you on the shoulder. "Would you mind taking your girl somewhere else to sleep it off?" He escorts you out of the frat...

Batguano Court

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>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"My Mall Rat buys a raspberry croissant."

"You pay 3 gold pieces. Do you want to check for a trap?"

"Yes."

"Your Health Inspector performs a scientific analysis, and discovers that the croissant has been laced with cyanide!"

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

Gretchen opens several of her buttons. "Kind of, uh, hot in here, wouldn't you say?"

>put gretchen in bed

You sweep most of the rubbish onto the floor. Gretchen falls sloppily into the bed, revealing an unusual quantity of midriff and thigh. "Hey, Eager Erkibean, you're pity strong. Pretty stong. Can I meal your, uh, feel your muzzles <giggle> nuzzle your muzzle..."

>gub me

If that's a spell, it's not one of the ones in your spell book!

>w

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We leave the emporium."

"You're back in the mall."

"We leave the mall."

"You exit to the parking lot. It is late; there are few cars in the lot, and the lights are dim and flickering. Suddenly, a band of Car Thieves jumps out and blocks your path!"

>n

Batguano Court

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>z

Time passes...

You're really really tired now.

>z

Time passes...

Hey! Who attached these ten-ton weights to your eyelids?

>z

Time passes...

You slide to the ground and fall asleep.

You are in a boudoir, surrounded by a bevy of stunning, perfectly-tanned blondes in skimpy bikinis. "Ooo, Ernie!" they squeal, "You're so good at magic! Show us again how you cast a BIP spell!" They crush against you, pressing their generous bosoms against your suddenly naked chest...

You wake up rested, refreshed, and somewhat covered with drool.

Batguano Court

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Copies of today's edition of the school newspaper are piled here. Many people are grabbing copies as they cross the Court

-- it's amazing how many folks have fish that need wrapping.

You see a spell book, a registration form, a notebook and a pack of cigarettes here.

>undo

[Undone.]

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

>s

Frogkisser House

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The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"My Bodyguard wields his brass knuckles. My Thug wields his Saturday Night Special."

"The Car Thieves wield a semi-automatic submachine gun."

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

On your bed you see Gretchen Snowbunny.

>save

storm
Saving...

>w

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

You slide to the floor and fall asleep.

You are in a boudoir, surrounded by a bevy of stunning, perfectly-tanned blondes in skimpy bikinis. "Ooo, Ernie!" they squeal, "You're so good at magic! Show us again how you cast a BIP spell!" They crush against you, pressing their generous bosoms against your suddenly naked chest...

You wake up rested, refreshed, and eager to face the world.

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

You see a spell book, a registration form, a notebook and a pack of cigarettes here.

"We retreat!"

"The Car Thieves spray you with bullets! Roll two forty-sided dice and one seventeen-sided die... Your Bodyguard is hit in the shoulder and takes 1800 damage points! Your Debutante is hit in the head! Her brain is splattered all over the side of an expensive imported sports car!"

> restore
Restoring...

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

On your bed you see Gretchen Snowbunny.

>sleep

You slide to the floor and fall asleep.

You are in a boudoir, surrounded by a bevy of stunning, perfectly-tanned blondes in skimpy bikinis. "Ooo, Ernie!" they squeal, "You're so good at magic! Show us again how you cast a BIP spell!" They crush against you, pressing their generous bosoms against your suddenly naked chest...

You wake up rested, refreshed, and with a serious hard-on.

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

You see a spell book, a registration form, a notebook, a pack of cigarettes and a scribbled note here.

> undo

[Undone.]

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

On your bed you see Gretchen Snowbunny.

>enter bed

You snuggle up next to Gretchen, and immediately slip into a deep snooze.

You are wandering down the corridors of Meltingwolf Hall. It's the day of the Spellcasting 101 final exam, and you can't remember where you left your spell book...

You wake up rested, refreshed, and eager to face the world.

Your Room, on your bed

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

You see a spell book, a registration form, a notebook, a pack of cigarettes and a scribbled note here.

>get all

spell book: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

>w

[You get off your bed first.]

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. A metal plaque adorns one wall.

The usual role-playing crowd is huddled in the corner, deep in a game of "Malls 'n' Muggers."

"We retreat!"

"The Car Thieves spray you with bullets! Roll two forty-sided dice and one seventeen-sided die... Your Bodyguard is hit in the shoulder and takes 1800 damage points! Your Debutante is hit in the head! Her brain is splattered all over the side of an expensive imported sports car!"

>n

Batguano Court

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Copies of today's edition of the school newspaper are piled here. Many people are grabbing copies as they cross the Court -- it's amazing how many folks have fish that need wrapping.

>get paper

You take a newspaper from the pile.

>n

Cafeteria

You have entered the school cafeteria, known as the "Cup and Sorcerer." It is also known by a few other names, none of which can be repeated even in a crude, conscienceless game like this. Greasy workers wearing greasy aprons are dispensing greasy food. This morning's delightful eye-opener: roast dragon bladders. Exits lie to the north and south.

>get dragon bladder

What a revolting idea.

>s

Batguano Court

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You see a pile of newspapers here.

>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>ne

Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

>sw

Meltingwolf Hall

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>z

Time passes...

>ne

Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the

crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

>sw

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes; Science & Technology 101 is currently in session. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

A bell rings, signifying the start of the morning class. The lecture hall quickly fills with students.

"Today we're going to begin our study of Pelorian geography and its impact on our understanding of many scientific issues. I'm going to hand out a reproduction of an ancient map." You take one of the maps. "Let me know if there aren't enough."

>take notes

You begin taking notes.

"This map comes from the Spittoon Empire, circa 520, and represents the first accurate map of inhabited Peloria. Spittul was the first of the great seafaring kingdoms, which led to both their need for good maps, and their ability to create them."
"

>x map

[This is the map that you'll find in your SPELLCASTING 101: SORCERERS GET ALL THE GIRLS package.]

"The Spittoon Coordinate System, as shown on this map, is still used by sailors today."

>z

You take notes as time passes...

"Follow along on your map. You'll find Spittul on a

magnificent harbor at the midpoint of the southern shore of the Fizzbottle Ocean. From this harbor, Spittoon vessels plied the ocean, exploring, trading, and conquering."

>z

You take notes as time passes...

"Our own Balmoral City, capital of the All-Powerful Benevolent Federated Republic of Bal, was founded by Spittoon settlers. Can anyone tell me what ended Spittul's dominance of the high seas?" The professor points to a hand in the first row. "Yes?"

>z

You take notes as time passes...

"War with the Kingdom of Blabber," replies an unctuous freshmen whose name escapes you. "Correct! The sinking of the Spittoon fleet at the mouth of the Blabber River made Blabber the new naval power."

>z

You take notes as time passes...

"If anyone is interested in an excellent account of this war, and how it spurred the development of bronzeworking, I strongly recommend the Short History of the Spitto-Blabber War by Franz Driedpurplegrape."

>z

You take notes as time passes...

"Whereas Spittoons were the great cartographers, Blabberians were the great scientists. They attempted the first soundings of the Fizzbottle Ocean, thus becoming the first to discover that the ocean was bottomless."

>z

You take notes as time passes...

"They also attempted the first passage through the treacherous Straits of Littlehappychicken. This expedition, led by Horatio Littlehappychicken, never returned."

>z

You take notes as time passes...

"Thus, the Blabberians were the first to suspect what we now know for certain today: that beyond the Straits, the ocean pours off the end of world in a Great Cascade of boggling proportion."

>z

You take notes as time passes...

"Who can tell me why the Great Cascade doesn't eventually empty the entire ocean?" The professor glances down at his pupil manifest. "How about Mr. Layerofmorningmist?" The victim, seated near you, twitches nervously. "Uh..."

>z

You take notes as time passes...

"Uh, because the water pours into the mouth of a, uh, a giant lizard?"

>z

You take notes as time passes...

"No! Don't guess, read your assignments! It pours into the mouth of a giant rodent! The rodent then spits it up into the sky, where it falls back to Peloria as rain, replenishing the ocean."

>z

You take notes as time passes...

"From this, we have deduced the basic causes of Pelorian weather patterns. For instance, we know that periods of drought come about when the giant rodent is thirsty, and is therefore drinking all the water from the Great Cascade."

>z

You take notes as time passes...

"On the other hand, during monsoon season the rodent is sated, and spits back all the water that falls into his mouth."

>z

You take notes as time passes...

"Similarly, the seasons are the doings of a giant dragon and a giant ice monster which live on the back of the giant rodent."

>z

You take notes as time passes...

"In the winter, the dragon hibernates, and the ice monster's breath chills our air and freezes our lakes and mountainsides."

>z

You take notes as time passes...

"In the summer, it is the ice monster's turn to hibernate, while the dragon awakes to warm Peloria and melt the snows of winter." Unctuous, in the front row, raises a hand. "Ahem...?"

>z

You take notes as time passes...

"Yes, the hand over there?"

"In last month's International Journal of Spellcasting, Smellybowloffish purports to prove that Pelorian weather patterns can only be explained by the presence of three great ice monsters and seven great dragons. How do you feel about those theories?"

>z

You take notes as time passes...

"Utter hogwash. Fourdyingoaktrees clearly shows in his latest treatise that there is insufficient room on the back of the great rodent for more than the one great dragon and great ice monster."

>z

You take notes as time passes...

"Before we wrap up, let me give you a look at what we'll be discussing next week so that you can read the appropriate sections of the text."

>z

You take notes as time passes...

"On Tuesday, we'll be looking at the five basic building

blocks of matter: Earth, Water, Air, Fire, and Food. I'll review Sittingduck's proof that no other types of matter can exist."

>z

You take notes as time passes...

"And on Thursday, I'm going to explain the latest theories of life, including Quicksilverfoot's proof that the soul resides in the pancreas."

>z

You take notes as time passes...

A bell rings, signifying the finish of the morning class. The lecture hall quickly empties and you stop taking notes.

>w

Batguano Court

This quadrangle, seen here from the ramparts of Sorcerer Stadium, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain. A stone plaque is nestled amongst the shrubbery.

You see a pile of newspapers here.

>undo

[Undone.]

Meltingwolf Hall

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>ne

Professor's Office

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>x window

Through the window, you see the landscaped grounds of the campus.

>sw

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The Call To Adventure

>e

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You hear a moan of exhaustion as the heavy weight of a body collapses against your back. You turn gracefully, and lower a cloaked and hooded woman to the floor. You draw back the hood to give her some air...

"Mom!"

It is indeed your mother. She looks terrible, her face sunken, her hair stringy and splattered with mud, her breathing shallow and labored. Her eyes flicker open.

"Ernie... it IS you... I'm not too late! Here, take this talisman." She presses a shapeless lump of rock into your palm.

[Your score has just gone up by 40.]

Your mom's eyes close for a moment. "I should have told you years ago, but he said... threatened... but now you MUST be told about the prophecy... the seer who, on the day of your birth..."

A massive blow hits you from behind, and as you fall you see a pack of heavily armed men fanning out. In the last few moments of fading consciousness, a barrage of confusing images: swords flashing, boxes heaped high on a cart, a torch being touched to a curtain, and your mother being led away at swordpoint...

Much later, with the suns low in the sky, you are roused by the shrill cry of a vulture.

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The timeworn simulation chair sits ominously in the center of room, unused at the moment.

You see a spell book, a registration form, a notebook, a pack of cigarettes, a scribbled note, today's paper and an ancient map here.

>undo

[Undone.]

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. Rows of lecture seats, carved with graffiti old and new, line the room. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly

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>e

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You see a spell book, a registration form, a notebook, a pack of cigarettes, a scribbled note, today's paper and an ancient map here.

>i

You are holding a talisman and a popular book.

You are wearing a cloak.

>x talisman

It's just an ordinary little stone -- but now, as you gaze more deeply at it, there seem to be little bits of movement in its crevices, as though incredibly tiny worms or beetles lived in every crack and cranny. You can't even begin to guess at its purpose or powers.

>get all

spell book: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

today's paper: Taken.

ancient map: Taken.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>undo

[Undone.]

Simulation Lab

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The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>n

Professor's Office

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>sw

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>rub talisman

It feels just like a talisman.

>wear talisman

You'd look pretty silly trying to wear the talisman.

>x talisman

It's just an ordinary little stone -- but now, as you gaze more deeply at it, there seem to be little bits of movement in its crevices, as though incredibly tiny worms or beetles lived in every crack and cranny. You can't even begin to guess at its purpose or powers.

>w

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>read plaque

"FROGKISSER HOUSE

The construction of this dormitory was
made possible by a generous gift from
Buford Frogkisser, Class of 878"

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

>w

Frogkisser House

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a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>x rug

A red carpet covers most of the floor.

>move rug

So THAT'S where the janitors have been putting all the dirt!

>u

Housemaster's Suite

This is the housemaster's apartment. It has been severely vandalized; paintings destroyed, walls defaced, curios broken. A stair leads down to the student rooms.

An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

>get surfboard

As your hand nears the surfboard, a bolt of energy zaps your fingers, leaving the tips stinging, not to mention smoking.

>x gauge

The gauge reads 100.

>turn right dial

[What do you want to turn the right dial to?]

>look

Housemaster's Suite

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An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

>x curios

[You can't use the word "curios" in this game.]

>x gauge

The gauge reads 100.

>x lamp

The lamp burns brightly, a beacon of normality amongst the devastation.

>x red button

You see nothing special about the red button.

>push red button

As your hand nears the surfboard, a bolt of energy zaps your fingers, leaving the tips stinging, not to mention smoking.

>x surfboard

The board is crafted of a strange knotty wood and bespeaks a rough and ancient workmanship. Set into the prow of the board is a gauge, a red button, and two dials.

>x wall

[You can't use the word "wall" in this game.]

>look

Housemaster's Suite

This is the housemaster's apartment. It has been severely vandalized; paintings destroyed, walls defaced, curios broken. A stair leads down to the student rooms.

An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

>x paintings

The paintings have been tragically defaced. Lovely Hillary looks much better sans moustache.

>x walls

[You can't use the word "walls" in this game.]

>read paintings

You can't read some paintings!

>x scribbled note

"Eddie --

Thanks for being so gallant & helping me when I passed out in the Court, & for letting me sleep in your bed, & for being such a gentleman & not trying to take advantage of my condition. Maybe we'll run into each other at another party. If my dad ever lets me out again, that is!

--Gretch

p.s. In case you hadn't noticed, I bummed a cigarette."

>x bed

The bed is a four-poster, canopied.

>look under bed

You discover the underside of a housemaster's bed, but nothing of any interest.

>get lamp

You can't take the lamp.

>skonn

Nothing happens.

>d

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>x pillar

Some of the columns have been recently damaged.

>push pillar

Nothing happens. The pillar is clearly no pushover.

>n

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>nw

I Phelta Thi

This is a small fraternity house with an exit to the southeast. Some of the furniture has been recently smashed to pieces.

>u

A Fraternity nymph is suddenly fluttering in the air in front of your face. "So sorry! Only frat brothers are allowed upstairs ." After giving you a playful kick in the shoulder, the nymph disappears.

>se

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>sw

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast. Some of the furniture has been recently smashed to pieces.

>u

A Fraternity nymph materializes and hovers nearby. "So sorry! Only frat brothers are allowed upstairs." Tweaking your nose, the nymph vanishes.

>ne

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>undo

[Undone.]

Tappa Kegga Bru

This is a small fraternity house with an exit to the northeast. Some of the furniture has been recently smashed to pieces.

>x crrate

[Sorry, I don't know the word "crrate"; I'm just a dumb, underpaid parser.]

>x crate

This is just an empty crate to hold the keg.

>x keg

The keg is simply labelled "XXX."

>get keg

You can't take the keg.

>open keg

The keg's drier than a desert in a drought.

>ne

Batguano Court

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>x foutain

[You can't use the word "foutain" in this game.]

>x fountain

The fountain is off!

>look in it

How can you do that?

>score

There's no one here to score with!

[Perhaps you meant to say "STATUS"?]

>status

You are playing in Naughty mode, and you are getting Verbose descriptions. You have achieved a score of 111 (out of 1000) in 401 moves. This gives you the rank of Level 2 Sorcerer.

>n

Cafeteria

You have entered the school cafeteria, but there isn't a soul in sight. The cafeteria is relatively unscathed by the sacking of Sorcerer University; unsurprisingly, the looters found nothing of any worth here. Exits lie to the north and south.

>n

Donkeydung Hall

This is one of the largest rooms on campus. The only exit is a wide doorway to the south. There's a small plaque on the wall.

>read plaque

"DONKEYDUNG HALL
David and Doris Donkeydung
Dedicated 909"

>s

Cafeteria

You have entered the school cafeteria, but there isn't a soul in sight. The cafeteria is relatively unscathed by the sacking of Sorcerer University; unsurprisingly, the looters found nothing of any worth here. Exits lie to the north and south.

>s

Batguano Court

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>w

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

The Call To Adventure Part II

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door has

been smashed open!

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

An old man, beaten and bloody, is lying on the dock. He looks up, and you recognize Professor Peelerofsmallfigs, who you recall was the other person that Professor Tickingclock said knew the secrets of the Sorcerer's Appliance.

"You're young Eaglebeak!" he says, weakly. "They've got it -- they've taken the Appliance!" He coughs weakly, and spittles of foamy blood spray from his mouth. "It was the newspaper staff... He kidnapped the staff and replaced them with his thugs... Used the newspaper office as his center of operations... Knew that nobody would notice... nobody reads the newspaper anyway..."

A fire suddenly burns in his eyes. "They took Otto -- Professor Tickingclock -- also! He knows the secret of the Appliance! You must find... (cough) ...must find..." He slumps to the dock, lifeless.

>ask professor about appliance

You're wasting your breath; Professor Peelerofsmallfigs is no longer hearing anything besides the sound of angels' harps.

>read news

FARMING CAN KILL YA - Some scientist in Blabber sez that the new chemikuls there using on farms can kill ya, espeshly if ya eats the stuff or if ya works with it a lot. Sounds like a bunch of manure to us. If ya goes around eating chemikuls, ya deserves to die, I'd say, right? Them eggheads just dont know what to do with there time, you know?

>read arts

BLUE DEMINS A WASTE OF MONEY - Them Blue demins are gonna be playing here soon. Its a mistery why theres all this fuss about a buncha freaks running around a stage wearing a coupla dragon scales for clothes and shouting loud enough to bust your ears and tossing lots of goat's blood around. Take some free advice

and save your dough! If ya do go, bring some throwing nives and shows them Demins what REAL blood looks like.

>read sports

WEASELS KICK ASS IN POKKABALL TOURNAMENT - SU's pokkaball teem won last nite, nosing out the Seaman University Sea Serpents and killing the pathetic Beggar University Bandits. Its hard to beleeve that these are the same bums who finished in the second division last year, they seem more like the team that won it all two years ago.

I'm not gonna waste my time describing the game, so if you werent there last night but were off studying or something instead well then you lose, you nerd.

>read editorial

FRAT SHOULD KEEP BAND - So, some loudmouth babies are wining becuz they dont like a few words in some song thats played so loud nobody can understand it anyways. Well if they dont like it why dont they just stay home and shut up insted of bellyaking and ruining things for people who DONT have a stick up there you-know-what. If I wuz on this band, I think I would add a new verse to tell these little snivlers where they could go.

>nw

President's House

The opulent dwelling of SU's president has been thoroughly looted. A large desk of polished fodungawood squats in a corner, and a door leads southeast.

An empty, shattered display case occupies a prominent spot in the room.

You see a FRIMP spell box here.

[Your score has just gone up by 15.]

A Graduation nymph appears. "Congratulations! You've graduated to the rank of Level 3 Sorcerer!" The nymph vanishes without a trace.

You begin to feel kind of sleepy.

>get box

You take the FRIMP spell box.

>open it

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 4.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

KABBUL (restore lost souls)"

>se

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door has been smashed open!

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>e

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits

to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

>enter bed

Ahhh. Despite the piles of notes, dried fruit rinds, and assorted unlaundered undergarments, the bed is comfy and inviting. Within seconds, the armies of sleep have conquered you.

You are in a boudoir, surrounded by a bevy of stunning, perfectly-tanned blondes in skimpy bikinis. "Ooo, Ernie!" they squeal, "You're so good at magic! Show us again how you cast a BIP spell!" They crush against you, pressing their generous bosoms against your suddenly naked chest...

You wake up rested, refreshed, and with a serious hard-on.

Your Room, on your bed

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

You see a talisman, a spell book, a registration form, a notebook, a pack of cigarettes, a scribbled note and an ancient map here.

>get all

talisman: Taken.

spell book: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

>w

[You get off your bed first.]

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>save

day9

Saving...

>n

Batguano Court

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>e

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>frimp trap door

The trap door seems to quiver a bit.

>open trap door

You open the trap door.

The trap door stops its slight quivering.

>d

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

[Your score has just gone up by 10.]

>u

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>ne

Professor's Office

This is Professor Tickingclock's office, with exits to the south and southwest. Strange curios and trophies adorn the crowded walls and overstuffed shelves. An old mahogany desk, scarred by time, fills half the office.

>x trophies

[You can't use the word "trophies" in this game.]

>x desk

The desk is an antique, but beautifully maintained.

>s

Simulation Lab

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

>sit

As you settle into the hard chair, a disembodied mechanical voice reverberates through the chamber: "Student: Eaglebeak, Ernie. Freshmen class. Advisor: Otto Tickingclock. Begin auto-installation of simulation spells. Completed. The simulation will begin in 5 seconds. 4... 3... 2... 1..."

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

KABBUL (restore lost souls)"

>undo

[Undone.]

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>gub tree

The roots of the tree seem to wither before your eyes. Then, so slowly at first that you're not sure it's even happening, the tree begins to tip. Faster and faster it tips, until it falls against the far side of the moat with an earth-shaking impact, forming a crude but usable bridge across the moat!

>zem me

You are filled with a feeling of robustness.

>s

Base of Keep

You stand between a deadly moat and the towering sandstone walls of a castle keep. At the very top of the keep, a hundred feet above you, is a narrow window. Clinging tenaciously around the base of the keep are clumps of sickly ivy, climbing three or four feet up the walls.

A plume of fire shoots past your shoulder and hits the castle wall, leaving it glowing with an unearthly color. You spin around to see an atomic dragon closing in.

A scream of distress spills from the tower window.

>attack dragon with sword

A mighty blow drives the sword deep into the dragon's bosom. Badly wounded, the dragon bellows mournfully, spreads its awesome wings, and soars away with the blade still embedded in its mighty chest.

A scream of distress spills from the tower window.

> vai ivy

The ivy begins growing madly, its thickening vines climbing the tower until they surround the window far above.

A scream of distress spills from the tower window.

>u

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

>pull lever

The pendulum stops moving. The damsel swoons with relief.

You suddenly feel less robust as the ZEM spell wears off.

>remove shackles

You unchain the damsel. "Oh, thank you, kind sorcerer!" sorcerer!" She huddles against your shoulder. "But we must flee the castle! The Beast will have seen you approach, and he will come anonce!"

>out

You begin climbing down the ivy. Oops! It pulls off the wall of the tower. You plunge into the moat. The sharp rocks open a few veins, which really whips the crocs and piranhas into a hungry frenzy -- and you're dinner!

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A long wooden lever is mounted on the wall.

You see a pendulum and a damsel here.

>kiss damsel

The damsel gasps as you pull her to you. "Sir! I am deeply grateful for your courageous rescue, but I think you go a bit too far!"

Suddenly, the trap door explodes upward, and the Beast jumps through. Well-named he is, for he is closer to beast than man. He sees you, and the walls shake with a bellow of primal rage. The Beast rips one of the very timbers from the roof and, handling it as easily as you would a toothpick, swings it into your skull.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A long wooden lever is mounted on the wall.
You see a pendulum and a damsel here.

>pull lever
Nothing happens.

>push lever
Nothing happens.

>read spell book
"LeBosko Brand (tm) All-Purpose Spell Book
Your level 1 spells:
BIP (produce soft music)
VAI (healthy plants)
GUB (diseased plants)
ZEM (increase fighting ability)
Your level 2 spells:
SKONN (increase bust size)
FRIMP (levitation)
Your level 3 spells:
KABBUL (restore lost souls)"

>skonn damsel
Nothing happens.

>frimp damsel
Nothing happens.

>kabbul
The spell hangs in the air for a moment, shimmering with unused power. Then it dissipates without effect.

>x trap door
The trap door is closed.

>lock trap door
[What do you want to lock the trap door with?]

>shackles

[You aren't holding the shackles.]

A massive Beast-man emerges from the trap door. You frantically search for a hiding place, but the Beast spots you, and neatly removes your head with what must be the world's largest axe.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A long wooden lever is mounted on the wall.

You see a pendulum and a damsel here.

>get shackles

You can't take the shackles.

A massive Beast-man emerges from the trap door. You frantically search for a hiding place, but the Beast spots you, and neatly removes your head with what must be the world's largest axe.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of

room, unused at the moment.

[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A long wooden lever is mounted on the wall.

You see a pendulum and a damsel here.

>open trap door

As you open the trap door, a Beast of a man bursts forth. With hands like that of a mountain gorilla, he twists your neck in ways it was never intended to go.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A long wooden lever is mounted on the wall.

You see a pendulum and a damsel here.

>zem me

You are filled with a feeling of robustness.

A massive Beast-man emerges from the trap door. You frantically search for a hiding place, but the Beast spots you, and neatly removes your head with what must be the world's largest axe.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

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[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

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A long wooden lever is mounted on the wall.

You see a pendulum and a damsel here.

>x pendulum

The pendulum's edge is like a razor.

A massive Beast-man emerges from the trap door. You frantically search for a hiding place, but the Beast spots you, and neatly removes your head with what must be the world's largest axe.

The world dissolves around you...

Simulation Lab, on the simulation chair

The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

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[Your score has just gone up by 3.]

>undo

[Undone.]

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A long wooden lever is mounted on the wall.

You see a pendulum and a damsel here.

>frimp beast

[Sorry, I don't know the word "beast"; I'm just a dumb, underpaid parser.]

>frimp trap door

Nothing happens.

A massive Beast-man emerges from the trap door. You frantically search for a hiding place, but the Beast spots you, and neatly removes your head with what must be the world's largest axe.

The world dissolves around you...

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The Simulation Lab is a large, bare room. A single, wooden chair is bolted to the floor in the center of the room. There are exits on the northern and western walls.

The timeworn simulation chair sits ominously in the center of room, unused at the moment.

[Your score has just gone up by 3.]

>kabbul

The spell hangs in the air for a moment, shimmering with unused power. Then it dissipates without effect.

>w

[You get off the simulation chair first.]

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>d

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

KABBUL (restore lost souls)"

>gub maize

Nothing happens; it must be artificial maize.

>look

Maize Room

You are in a strange location; the walls all appear to be made

out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>x corn

Like all maize, the kernels are a rainbow of harvest colors.

>u

Meltingwolf Hall

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>d

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>frimp me
Nothing happens.

>save
maize
Saving...

>s
Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "G" is inscribed on one wall. There are exits in many directions.

>s
Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "K" is inscribed on one wall. There are exits in many directions.

>n
Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "G" is inscribed on one wall. There are exits in many directions.

>n
Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>u
Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>d

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Z" is inscribed on one wall. There are exits in many directions.

>se

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "G" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>n

You can't go that way.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "X" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Q" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "I" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "K" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "H" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "G" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "E" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "X" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "K" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "I" is inscribed on one wall. There are exits in

many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "S" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "W" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "P" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "A" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Y" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "V" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "J" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "O" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "J" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "V" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "P" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "W" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>nw

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Q" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made

out of indian corn. The floor is made of a rubbery substance. A large letter "X" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>u

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>x trap door

A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>w

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>w

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

>s

You can't go that way.

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>nw

The door isn't open.

>open door

The door appears to be locked.

>nw

The door isn't open.

>e

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits

to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>e

Your Room

This is either your room or the town dump, and since you don't have keys to the town dump, it must be your room. A door leads west to a common area.

You recall that somewhere beneath the disaster is something bed-like.

>w

Frogkisser House

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>n

Batguano Court

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>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone

beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>u

Housemaster's Suite

This is the housemaster's apartment. It has been severely vandalized; paintings destroyed, walls defaced, curios broken. A stair leads down to the student rooms.

An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

>frimp surfboard

The surfboard rises into the air and hangs there as though suspended by an invisible string.

>kabbul

The spell hangs in the air for a moment, shimmering with unused power. Then it dissipates without effect.

The surfboard sinks back down.

>frimp surfboard

The surfboard rises into the air and hangs there as though suspended by an invisible string.

>get surboard

[The word "surboard" is not in my vocabulary.]

>get surfboard

As your hand nears the surfboard, a bolt of energy zaps your fingers, leaving the tips stinging, not to mention smoking.

The surfboard sinks back down.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

KABBUL (restore lost souls)"

>d

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>kabbul skull

Nothing happens. I guess that the skull isn't a lost soul.

>kabbul professor

Nothing happens. I guess that Professor Peelerofsmallfigs isn't a lost soul.

>nw

The door isn't open.

>x door

The lock has been smashed.

>open door

The door appears to be locked.

>unlock door

[What do you want to unlock the door with?]

>nw

[You aren't holding the direction.]

>nw

The door isn't open.

>look

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>restore

Restoring...

The Maize Maze

Maize Room

You are in a strange location; the walls all appear to be made

out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>d

You can't go that way.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Z" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "X" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Q" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "I" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "K" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "H" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "G" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "E" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "X" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "K" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "I" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "S" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "W" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made

out of indian corn. The floor is made of a rubbery substance. A large letter "P" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "A" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Y" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "V" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "J" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "O" is inscribed on one wall. There are exits in many directions.

>restore

Restoring...

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>d

You can't go that way.

>se

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "H" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "I" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "S" is inscribed on one wall. There are exits in many directions.

>e

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "W" is inscribed on one wall. There are exits in many directions.

>sw

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "A" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "Y" is inscribed on one wall. There are exits in many directions.

>s

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "O" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "U" is inscribed on one wall. There are exits in many directions.

>w

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions.

An opening slowly forms, leading down into the floor!

>d

Secret Society Meeting Room

The ancient, mystical organization, Skull & Corn, meets here in this creepy hideaway 'neath Meltingwolf Hall. A small hole in the ceiling represents the lone egress.

You see a DISPAR spell box here.

[Your score has just gone up by 10.]

>get box

You take the DISPAR spell box.

>open it

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 9.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)"

>look

Secret Society Meeting Room

The ancient, mystical organization, Skull & Corn, meets here in this creepy hideaway 'neath Meltingwolf Hall. A small hole in the ceiling represents the lone egress.

>u

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, a hole leads further down into the depths.

>ne

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "V" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "K" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "G" is inscribed on one wall. There are exits in many directions.

>n

Maize Room

You are in a strange location; the walls all appear to be made out of indian corn. The floor is made of a rubbery substance. A large letter "T" is inscribed on one wall. There are exits in many directions. In addition, there is an open trap door above you.

>u

Meltingwolf Hall

The first floor of The Castle is the main lecture hall for freshmen classes. It appears to have been recently vandalized. Arched openings lead northeast and east, a wide stair winds toward the upper floors, doorways lead west to the court, and a long hallway points southwest. A tarnished plaque is mounted next to the western doorway. A tiny trap door, hidden to most eyes but visible to the endlessly questing eyes of a veteran adventure game player like you, is set into the floor.

>w

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the

north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>s

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>u

Housemaster's Suite

This is the housemaster's apartment. It has been severely vandalized; paintings destroyed, walls defaced, curios broken. A stair leads down to the student rooms.

An old wooden surfboard is mounted on the wall over the mantle, as a trophy or a great work of art might be.

>dispar surfboard

A blue glow surrounds the surfboard for a moment.

>get surfboard

You take the surfboard.

Moving the surfboard reveals a small spell box in a recess in the wall over the fireplace. The spell box slides out of the recess and falls to the floor.

[Your score has just gone up by 25.]

>get box

You take the BLUBBA spell box.

>open it

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see

that the spell box has vanished.

[Your score has just gone up by 9.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)"

>d

Frogkisser House

You are standing in the central lounge area of the primary on-campus dormitory. Normally a bustling place, the lobby is unusually void of activity. Your room lies off to the east, and a stair ascends toward the housemaster's suite. There are exits to the north and southwest; also, a hallway of ancient stone beckons to the northeast. The carpet is out of place and one of the pillars is badly damaged. A metal plaque adorns one wall.

>x surfboard

The board is crafted of a strange knotty wood and bespeaks a rough and ancient workmanship. Set into the prow of the board is a gauge, a red button, and two dials.

>push red button

The surfboard makes a momentary sputtering noise.

>n

Batguano Court

This quadrangle, oddly deserted, is the heart of the Sorcerer

U campus. To the east is aged Meltingwolf Hall, the original building of Sorcerer U. Brick buildings flank the court to the north and south, and a stadium looms to the west. Brick walks also lead northwest and southwest. In the center of the courtyard is an impressive fountain, off for the first time in memory. A stone plaque is nestled amongst the shrubbery.

>w

Sorcerer Stadium

You're in the stands of a vast arena, known for its imposing architecture, enthusiastic fans, and horrendous sight lines. A scoreboard looms over the field, and pennants from past championships hang above the exits to the east and southwest.

>s

You can't go that way.

>sw

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>save

surf

Saving...

>sw

You can't go that way.

>blubba

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

>get spell book

You take the spell book.

>look

Boat Dock

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>nw

The door isn't open.

>w

You can't go that way.

Surfin'

>put surfboard in water

You place the board in the water. It appears seaworthy.

>get on surfboard

You're now on the surfboard.

>push button

A deep voice comes from the direction of the surfboard. It

speaks in the ancient tongue of Spittul. Fortunately, you spent a term studying Old Spittul, so you can pretty much make out what it's saying. "That is too far for this board to travel in one trip."

>x left

You see nothing special about the direction.

>x left dial

The left dial can be set to any number from 1 to 15. It is currently set to 8.

>x right dial

The right dial can be set to the names of many creatures. [Specifically, the list of critters along the side of the map you'll find in your game package.] It is currently set to ASP.

>turn right dial

[What do you want to turn the right dial to?]

>grub

The right dial is now set to GRUB.

>set left dial to 3

The left dial is now set to 3.

>push button

The Spittoon voice issues from the surfboard. "Warning. River traffic at Balmoral City is heavy and hazardous. If you want to disregard this warning, just press the button again at this time."

>set left dial to 10

The left dial is now set to 10.

>push button

The Spittoon voice issues from the surfboard. "Warning. Ocean currents near Barfton are often treacherous. If you want to disregard this warning, just press the button again at this ti

me."

>look

Boat Dock, on the surfboard

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>set right dial to tick

The right dial is now set to TICK.

>set left dial to 2

The left dial is now set to 2.

>push button

The Spittoon voice issues from the surfboard. "Warning. The waterfront area of Port Gekko is rife with cutthroats and brigands. The Spittoon State Department recommends against travel to Gekko at this time. If you want to disregard this warning, just press the button again at this time."

>save

surf2

Saving...

>set right dial to grub

The right dial is now set to GRUB.

>set left dial to 10

The left dial is now set to 10.

>push button

The Spittoon voice issues from the surfboard. "Warning. Ocean currents near Barfton are often treacherous. If you want to disregard this warning, just press the button again at this time."

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>blubba

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

Land approaches, but a sudden and nasty current drags the board (and you) under the water.

THE END

You have achieved a score of 196 (out of 1000) in 521 moves.
This gives you the rank of Level 3 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

>z

Time passes...

Land approaches, but a sudden and nasty current drags the board (and you) under the water.

THE END

You have achieved a score of 196 (out of 1000) in 521 moves.
This gives you the rank of Level 3 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Boat Dock, on the surfboard

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>blubba

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

The surfboard continues to zip across the surface of the water.

>blubba

You don't have a spell book!

The surfboard pulls into the familiar port of your home town...

Gekko Waterfront

The oceanfront district of Port Gekko brings to mind all sorts of happy childhood memories: swimming, beachcombing for shells, tossing bottled messages into the ocean... Your eyes well with tears of homesickness.

A rough-looking man steps out from a waterside pub and grabs your collar. His breath sour with whiskey, he says, "You're Rottenwood's little brat, the one who's supposta be my apprentice! I'm Billy Creepingvine, and your ass is mine for the next seven years. I think you're gonna come to know me REAL well."

He hustles you off to a dragon ranch in the bleak northern steppes of Upper Drudge, where first your spirit is broken; later, your back.

THE END

You have achieved a score of 196 (out of 1000) in 515 moves.

This gives you the rank of Level 3 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Boat Dock, on the surfboard

With interest in sculling and other aquatic sports declining, the boathouse has gone the way of termite fodder, and nothing remains but a rotting wooden dock, jutting into the river to the south. Curving paths lead back to the campus to the north and east. Nearby, to the northwest, on a gentle knoll at the edge of the river, stands the President's House; the door is closed.

An old skull is lying on the dock. Its best days are a distant memory.

An old skull is lying on the dock. Its best days are a distant memory.

You see Professor Peelerofsmallfigs here.

>x professor

Brian Peelerofsmallfigs has taught his last Ancient History class. Rest in Peace, professor.

>script off

Transcript off.

>set left dial to 6

The left dial is now set to 6.

>set right dial to tick

The right dial is now set to TICK.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>drink water

You're not thirsty.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard approaches land... The surfboard comes to a stop at the water's edge...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

A fire is burning intensely in the center of the meadow.

[Your score has just gone up by 20.]

>undo

[Undone.]

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

>look

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

>look

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

>look

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The First Stop

>look

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

>wait

Time passes...

The surfboard approaches land... Loading... The surfboard comes to a stop at the water's edge...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

A fire is burning intensely in the center of the meadow.

[Your score has just gone up by 20.]

>read sign

"Welcome to the Island of Lost Soles (Population 80)." Below, someone has scrawled, "Listen to our story, O Traveller, and then help us if you can:

We were always content being the Island of Lost Soles, until by and by, some grew tired of the constant splinters and blisters, and summoned a famous cobbler from a distant land, Waldo Bootlacer. He performed remarkably, and for the first time in anyone's memory, we had Soles.

Unfortunately, due to a bank error, our check to Bootlacer bounced. Thinking that he was being cheated, he contracted the evil warlock, Lars Stormkiller, to enact revenge upon us. Stormkiller cast a horrible spell, which has transformed us from the Island of Lost Soles to the Island of Lost Souls... at least, until some kind-hearted sorcerer arrives to restore us. The spell has entrapped us, one by one, in non-human forms. Only I, Blaise, Mayor of the Island, remain human, and even now I feel a f"

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)"

>kabbul sign

Nothing happens. I guess that the sign isn't a lost soul.

>kabbul fire

A Customer Support nymph materializes and hovers nearby. "The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE. This message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." Tweaking your nose, the nymph vanishes

.

>kabbul blaise

A gust of wind extinguishes the fire, leaving behind a red-faced man with flaming orange hair. He shakes your hand warmly, and departs.

[Your score has just gone up by 1.]

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the

northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

Lying in the field is a leg joint which seems to have sustained some damage from the fire.

A flying insect is buzzing around the powdery embers left behind by the fire. Oddly, it seems to be searching for honey.

The fire has left part of the hayfield blackened and sooty.

>x leg joint

[Please say that another way, or try something else.]

>x insect

If you've seen one insect, you've seen them all.

>kabbul insect

A Customer Support nymph appears an inch in front of your nose.

"The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE.

This

message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." Tweaking your nose, the nymph vanishes

.

>kabbul bea

With stinging speed, the bee becomes a woman, falling from the air into the pile of ashes. "Thankzzz," she says, "nize of you! Muzzzed be going... I'm very buzzy..." In a wink, she is gone.

[Your score has just gone up by 1.]

>look

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the

northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

Lying in the field is a leg joint which seems to have sustained some damage from the fire.

The fire has left part of the hayfield blackened and sooty.

>x burnt leg joint

[Please say that another way, or try something else.]

>x burnt

[That doesn't make any sense to me.]

>Examine burnt leg joint

[Please say that another way, or try something else.]

>kabbul knee

A Customer Support nymph materializes and hovers nearby. "The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE. This message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." Tweaking your nose, the nymph vanishes

.

>kabbul neal

[Sorry, I don't know the word "neal"; I'm just a dumb, underpaid parser.]

>kabbul burny

[I'm not familiar with the word "burny."]

>kabbul bernie

The knee heals, and then sprouts a body -- a body belonging to an angular fellow. He offers you a knobby hand, and then shambles away with an odd, doubly-jointed gait.

[Your score has just gone up by 1.]

>kabbul hayfield

A Customer Support nymph materializes and hovers nearby. "The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE. This message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." Tweaking your nose, the nymph vanishes

.

>x hayfield

If you've seen one blackened hayfield, you've seen them all.

>kabbul sign

Nothing happens. I guess that the sign isn't a lost soul.

>look

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

The fire has left part of the hayfield blackened and sooty.

>x site

If you've seen one burnt house site, you've seen them all.

>se

[You get off the surfboard first.]

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. A small stream spills through the center of the clearing. A wooden structure spans the stream. A

pronoun stands atop the structure. At one end of the clearing is a beachy spot of granular soil where the stream can be crossed. At the other end of the clearing is another spot where the stream can be crossed; this spot is surrounded by steep rock walls.

Apparently, someone has been fishing here: by the side of the stream bed are a fishing pole and a fish hook. The hook ends in a sharp point which is intended to keep it stuck in the fish's mouth.

>kabbul barb

The fish hook expands to become a lovely, buxom woman, her only flaw being an unusually pointed nose. "You must be that cute young wizard who's saving everyone! And single, too! You'd make quite a catch, eh?" She hooks an arm around your neck and pulls your mouth against hers. At the conclusion of the kiss, she withdraws, leaving only the sound of organ music playing a recessional.

[Your score has just gone up by 1.]

>x barb

[There doesn't seem to be any barb here.]

>look

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. A small stream spills through the center of the clearing. A wooden structure spans the stream. A pronoun stands atop the structure. At one end of the clearing is a beachy spot of granular soil where the stream can be crossed. At the other end of the clearing is another spot where the stream can be crossed; this spot is surrounded by steep rock walls.

Apparently, someone has been fishing here: by the side of the stream bed is a fishing pole.

>x pronoun

The pronoun looks rather lifeless.

>x crossing

[Which crossing do you mean, the rock-walled stream crossing or the granular stream crossing?]

>granular

If you've seen one granular stream crossing, you've seen them all.

>n

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

The auto must have a flat tire: a device has been used to lift one of its wheels right off the ground.

A number of male passengers are sitting in the automobile.

A small metal device for opening locks is hanging on a nail here. It is inscribed with tiny lettering.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>n

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. Oddly, considering the hour, the sun is hanging on the horizon to the east.

A number of trees have been felled and chopped into pieces, either for lumber or for burning in a stove. The pieces have piled, and the piles all form a single straight line.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

Overhead, in the branches of a tree, you can see a twiggy, grassy bird home. It is occupied, however, not by birds but by ornamental vases -- of the sort often used to store cremated remains.

A pack of dog-like carnivores is lurking in the undergrowth. They seem to be humming the theme from "West Side Story."

You see a red-breasted bird here.

>kabbul robin

As the robin lands it takes on the form of a young man. At least, you THINK it's a young man -- it's hard to tell under the mask and cape. "Holy Restored Souls! Don't worry, Batman and I will catch that evil warlock, Lars Stormkiller, and bring him to justice!" In a wink, he is gone.

[Your score has just gone up by 1.]

>x bird home

If you've seen one bird home filled with ornamental vases, you've seen them all.

>kabbul ernest

A man comes crashing down out of the tree where the nest used to be. "Don't worry, I'm REALLY all right," he insists earnestly. "And I want to REALLY thank you for restoring my soul! Bye."

[Your score has just gone up by 1.]

>look

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. Oddly, considering the hour, the sun is hanging on the horizon to the east.

A number of trees have been felled and chopped into pieces, either for lumber or for burning in a stove. The pieces have piled, and the piles all form a single straight line.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

A pack of dog-like carnivores is lurking in the undergrowth. They seem to be humming the theme from "West Side Story."

>kabbul jets

[Sorry, I don't know the word "jets"; I'm just a dumb, underpaid parser.]

>kabbul sharks

[You can't use the word "sharks" in this game.]

>kabbul riff

[I'm not familiar with the word "riff."]

>x pack

[Which pack do you mean, the pack of cigarettes or the pack of carnivores?]

>carnivores

If you've seen one pack of carnivores, you've seen them all.

>kabbul wolfgang

A man slinks out of the underbrush. "Och! Mine soul is reshtored!" He licks your hand and bounds into the woods.

[Your score has just gone up by 1.]

>look

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. Oddly, considering the hour, the sun is

hanging on the horizon to the east.

A number of trees have been felled and chopped into pieces, either for lumber or for burning in a stove. The pieces have piled, and the piles all form a single straight line.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>x bit of foliage

If you've seen one bit of foliage, you've seen them all.

> kabbul tadgrass

[Sorry, I don't know the word "tadgrass"; I'm just a dumb, underpaid parser.]

>kabbul snodgrass

[Sorry, I don't know the word "snodgrass"; I'm just a dumb, underpaid parser.]

>kabbul kellogs

[You can't use the word "kellogs" in this game.]

>kabbul kellog

[The word "kellog" is not in my vocabulary.]

>s

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

The auto must have a flat tire: a device has been used to lift one of its wheels right off the ground.

A number of male passengers are sitting in the automobile.

A small metal device for opening locks is hanging on a nail here. It is inscribed with tiny lettering.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>x males

There's nothing notable about the males in the auto.

A Messenger nymph pops into view. "Have you seen Bill? No? Okay, I'll keep looking." You blink, and the nymph is nowhere to be seen.

>kabbul bill

[There doesn't seem to be any bill here.]

>kabbul carmen

The doors of the car fly open, and instead of a bunch of men, out steps a tall, dark-skinned woman wearing a sarong. Perched atop her head is an absurdly tall pile of fresh fruit. She dances away, her hips swinging rhythmically.

[Your score has just gone up by 1.]

>x pad

If you've seen one bristly pad, you've seen them all.

>x playset

If you've seen one children's playset, you've seen them all.

>x handtruck

If you've seen one handtruck, you've seen them all.

>KABBUL BRILLO

[I'm not familiar with the word "brillo."]

>E

The front door isn't open.

>X BUTTON

If you've seen one lighted button, you've seen them all.

>LOOK

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

The auto must have a flat tire: a device has been used to lift one of its wheels right off the ground.

A small metal device for opening locks is hanging on a nail here. It is inscribed with tiny lettering.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>X DOWEL

If you've seen one wooden dowel, you've seen them all.

>READ LETTERING

[Taking the inscribed lock opener first.]

"Yours."

>KABBUL MYCROFT

[I'm not familiar with the word "mycroft."]

>X LOCK

[You can't see any lock right here.]

>X LOCK OPENER

"Yours."

>KABBUL LOCK OPENER

A Customer Support nymph materializes and hovers nearby. "The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE. This message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." Flashing a mischievous grin, the nymph fades away.

>LOOK

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

The auto must have a flat tire: a device has been used to lift one of its wheels right off the ground.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>REMOVE CLOAK

You strip off the cloak.

>PUT CLOAK ON DOWEL

There doesn't seem to be a good place to put the cloak on the wooden dowel.

>HANG CLOAK ON DOWEL

[Sorry, I don't know the word "hang"; I'm just a dumb,

underpaid parser.]

>WEAR CLOAK

You put on the cloak.

>KABBUL JACK

The auto sags a bit, and you notice a man trapped beneath. A moment later, he lifts it off his chest and stands up. You see that he is a big fellow, who looks strong enough to lift, well, automobiles. "Being pinned under an auto is no picnic, but it sure beats being a lost soul." He extends a powerful hand to you. "Put 'er there, pal!"

[Your score has just gone up by 1.]

>UNDO

[Undone.]

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

The auto must have a flat tire: a device has been used to lift one of its wheels right off the ground.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>X CAR

The automobile is parked in front of the house. One wheel of the auto has been lifted off the ground by a ratchety device.

>X DEVICE

[Which device do you mean, the inscribed lock opener or the auto-lifting device?]

>KABBUL JACK

[There doesn't seem to be any kabbul jack here.]

>S

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. A small stream spills through the center of the clearing. A wooden structure spans the stream. A pronoun stands atop the structure. At one end of the clearing is a beachy spot of granular soil where the stream can be crossed. At the other end of the clearing is another spot where the stream can be crossed; this spot is surrounded by steep rock walls.

Apparently, someone has been fishing here: by the side of the stream bed is a fishing pole.

>KABBUL BRIDGHET

[You can't use the word "bridghet" in this game.]

>KABBUL BRIDGET

The wooden structure collapses, and from the wreckage leaps the pronoun, no longer an It but instead a very definite She -- a saucy young brunette with a turned-up nose and a beret set at a rakish angle. "Oo La La!" she says, "Zo powerful wees magic and yet zo handsome." She spends a few moments proving just how handsome she thinks you are. "Adieu," she cries wistfully over her shoulder.

[Your score has just gone up by 1.]

>X POLE

If you've seen one fishing pole, you've seen them all.

>LOOK

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. A small stream spills through the

center of the clearing. At one end of the clearing is a beachy spot of granular soil where the stream can be crossed. At the other end of the clearing is another spot where the stream can be crossed; this spot is surrounded by steep rock walls.

Apparently, someone has been fishing here: by the side of the stream bed is a fishing pole.

>CROSS STREAM

Q: Why did the S.U. Freshman cross the stream? A: To get to the other side. Well, here you are. Pretty boring. You return.

>KABBUL SANDBAR

[You can't use the word "sandbar" in this game.]

>X ISLAND

You see nothing special about the island.

>X RIVERSIDE

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. A small stream spills through the center of the clearing. At one end of the clearing is a beachy spot of granular soil where the stream can be crossed. At the other end of the clearing is another spot where the stream can be crossed; this spot is surrounded by steep rock walls.

Apparently, someone has been fishing here: by the side of the stream bed is a fishing pole.

>X STREAM

If you've seen one small stream, you've seen them all.

>KABBUL TINA

[I'm not familiar with the word "tina."]

>KABBUL BROOKE

The stream dries up and so does your throat when you notice the stunning blond walking toward you. "Gosh, what a great magician! Thanks! Neat spell, huh! What's your sign? Do you like sushi? Oh, gosh, there I go, saying every little thing

that comes into my mind. No wonder they call me Babbling Brooke." She splashes a wet kiss across your mouth before flowing away.

[Your score has just gone up by 1.]

>LOOK

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed. At the other end of the clearing is another spot where the dried-up stream bed can be crossed; this spot is surrounded by steep rock walls.

Apparently, someone has been fishing here: by the side of the stream is a fishing pole.

>KABBUL SANDY

[That doesn't make any sense to me.]

>KABBUL SANDRA

[The word "sandra" is not in my vocabulary.]

>KABBUL SANDI

[Sorry, I don't know the word "sandi"; I'm just a dumb, underpaid parser.]

>KABBUL CASSANDRA

[You can't use the word "cassandra" in this game.]

>KABBUL SANDIE

[You can't use the word "sandie" in this game.]

>KABBUL ALEXANDER

[I'm not familiar with the word "alexander."]

>KABBUL ROD

The pole takes on the form of an extraordinarily thin fellow. "You're tackling a reel tough problem, buddy! We'll be waiting with baited breath to see if you can pull it off. Wish I could

stay and watch... just for the halibut... but I gotta splitting haddock..."

[Your score has just gone up by 1.]

>LOOK

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed. At the other end of the clearing is another spot where the dried-up stream bed can be crossed; this spot is surrounded by steep rock walls.

>X WALLS

[I'm not familiar with the word "walls."]

>X STEEP

[That doesn't make any sense to me.]

>X SPOT

[Sorry, I don't know the word "spot"; I'm just a dumb, underpaid parser.]

>X GRITTY

[That doesn't make any sense to me.]

>KABBUL SANDY

[That doesn't make any sense to me.]

>N

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

The auto must have a flat tire: a device has been used to lift one of its wheels right off the ground.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>KABBUL JACK

The auto sags a bit, and you notice a man trapped beneath. A moment later, he lifts it off his chest and stands up. You see that he is a big fellow, who looks strong enough to lift, well, automobiles. "Being pinned under an auto is no picnic, but it sure beats being a lost soul." He extends a powerful hand to you. "Put 'er there, pal!"

[Your score has just gone up by 1.]

>LOOK

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>KABBUL JIM

A v-shaped man with the physique of a bodybuilder stands in the center of the lawn, his oiled skin glistening in the sunlight. He strides toward you, his ample muscles rippling. "Tanks, bud." He shakes your hand with a grip that leaves your hand bones the approximate consistency of dry sand. "Well, time fer

my workout. See ya."

[Your score has just gone up by 1.]

>UNDO

[Undone.]

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A large metal playset, for climbing and swinging and other fun children stuff, is sitting in the yard next to the porch.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>KABBUL JUNGLE JIM

[The word "jungle" is not in my vocabulary.]

>KABBUL JIM

A v-shaped man with the physique of a bodybuilder stands in the center of the lawn, his oiled skin glistening in the sunlight.

He strides toward you, his ample muscles rippling. "Tanks, bud." He shakes your hand with a grip that leaves your hand bones the approximate consistency of dry sand. "Well, time for my workout. See ya."

[Your score has just gone up by 1.]

>LOOK

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A short wooden dowel protrudes from the wall of the porch.
It's probably intended for the hanging of outerwear.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

A rectangular bristly pad sits on the porch, just in front of the door.

You see a handtruck here.

>GET PAD

You take the bristly pad.

>PUSH HANDTRUCK S

[Please say that another way, or try something else.]

>ROLL HANDTRUCK

[You can't use the word "roll" in this game.]

>PUSH BUTTON

"Ring, ring."

>X AUTO

The automobile is parked in front of the house.

>OPEN AUTO

Open an auto? We'll give you the benefit of the doubt and assume that wherever you grew up, they had a strange definition for the word "open."

>DRIVE AUTO

[You can't use the word "drive" in this game.]

>ENTER AUTO

Waldo Bootlacer has already been taken for a ride -- don't let it happen to you!

>N

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it

down sometime during alpha-testing.] There are trails to the south and southwest. Oddly, considering the hour, the sun is hanging on the horizon to the east.

A number of trees have been felled and chopped into pieces, either for lumber or for burning in a stove. The pieces have piled, and the piles all form a single straight line.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>X SUN

[The word "sun" is not in my vocabulary.]

>X UNDERGROWTH

[Sorry, I don't know the word "undergrowth"; I'm just a dumb, underpaid parser. Please don't report me to the Parsers Guild -- I'll lose my license!]

>X BIT OF FOLIAGE

If you've seen one bit of foliage, you've seen them all.

>LOOK

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. Oddly, considering the hour, the sun is hanging on the horizon to the east.

A number of trees have been felled and chopped into pieces, either for lumber or for burning in a stove. The pieces have piled, and the piles all form a single straight line.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>KABBUL WOODY

[You can't use the word "woody" in this game.]

>KABBUL ELWOOD

[The word "elwood" is not in my vocabulary.]

>KABBUL ELLWOOD

[I'm not familiar with the word "ellwood."]

>SW

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

The fire has left part of the hayfield blackened and sooty.

You see a surfboard here.

>X SITE

If you've seen one burnt house site, you've seen them all.

>KABBUL LOTTIE

[The word "lottie" is not in my vocabulary.]

>KABBUL LOT

A Customer Support nymph appears an inch in front of your nose.

"The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE.

This

message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." Tweaking your nose, the nymph vanishes

.

>KABBULE CHARLETTE

[The word "kabbule" is not in my vocabulary.]

>KABBULE CHARLETTE

[Sorry, I don't know the word "kabbule"; I'm just a dumb, underpaid parser.]

>KABBUL CHARLETTE

[Sorry, I don't know the word "charlette"; I'm just a dumb, underpaid parser.]

>KABBUL CHARLOT

[The word "charlot" is not in my vocabulary.]

>X SIGN

"Welcome to the Island of Lost Soles (Population 80)." Below, someone has scrawled, "Listen to our story, O Traveller, and then help us if you can:

We were always content being the Island of Lost Soles, until by and by, some grew tired of the constant splinters and blisters, and summoned a famous cobbler from a distant land, Waldo Bootlacer. He performed remarkably, and for the first time in anyone's memory, we had Soles.

Unfortunately, due to a bank error, our check to Bootlacer bounced. Thinking that he was being cheated, he contracted the evil warlock, Lars Stormkiller, to enact revenge upon us. Stormkiller cast a horrible spell, which has transformed us from the Island of Lost Soles to the Island of Lost Souls... at least, until some kind-hearted sorcerer arrives to restore us. The spell has entrapped us, one by one, in non-human forms. Only I, Blaise, Mayor of the Island, remain human, and even now I feel a f"

>X LOCK OPENER

"Yours."

>KABBUL MIKEY

A little boy bounds toward you, chews on some loose paint chips, and pops a few stones into his mouth, and then takes a

sizable bite out of your ankle. "Hi, I'm Mikey! I'll eat anything!" He zooms away, stuffing handfuls of grass and leaves into his mouth.

[Your score has just gone up by 1.]

You begin to feel kind of sleepy.

>KABBUL TIMOTHY

[The word "timothy" is not in my vocabulary.]

>KABBUL TIM

[You can't use the word "tim" in this game.]

>KABBUL PAM

[I'm not familiar with the word "pam."]

>KABBUL ROWLAND

[The word "rowland" is not in my vocabulary.]

>KABBUL BILL

[There doesn't seem to be any bill here.]

>E

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A short wooden dowel protrudes from the wall of the porch. It's probably intended for the hanging of outerwear.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

You see a handtruck here.

>KABBUL PEGGY

[Sorry, I don't know the word "peggy"; I'm just a dumb, underpaid parser.]

>KABBUL PEG

A little girl wanders down the steps from the porch. "Where's

my daddy? He promised to take me to the circus." She fights back a sniffle as she toddles off.

[Your score has just gone up by 1.]

>LOOK

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

You see a handtruck here.

>X DOOR

The front door is closed.

>X HANDTRUCK

If you've seen one handtruck, you've seen them all.

>N

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. Oddly, considering the hour, the sun is hanging on the horizon to the east.

A number of trees have been felled and chopped into pieces, either for lumber or for burning in a stove. The pieces have piled, and the piles all form a single straight line.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>X BIT

If you've seen one bit of foliage, you've seen them all.

>KABBUL OLIVE

[Sorry, I don't know the word "olive"; I'm just a dumb, underpaid parser.]

>KABBUL WOODROW

A man comes walking down the line of woodpiles. He wears a starchy white shirt, hatless visor and thick glasses. "Hmmm... twelve piles... two cords per pile... stacking fees... net profit of... Oh, hello young sorcerer, and sincere thanks! By the way, remember that expenses incurred in saving lost souls is fully deductible!" By the time you finish pondering the tax advantages, both the accountant and the wood piles are gone.
[Your score has just gone up by 1.]

> KABBUL SCARLET

[There doesn't seem to be any scarlet here.]

>SW

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

The fire has left part of the hayfield blackened and sooty.

You see a surfboard here.

>KABBUL SCARLET

[There doesn't seem to be any scarlet here.]

>X HAYFIELD

If you've seen one blackened hayfield, you've seen them all.

You're really really tired now.

>SLEEP

You slide to the ground and fall asleep.

You are standing on the parapets of Sorcerer Stadium. Someone

pushes you from behind, and as you fall you look back and see Joey Rottenwood standing at the parapet, laughing. The hard bricks of Batguano Court rush to meet you...

You wake up rested, refreshed, and feeling a bit stiff.

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

The fire has left part of the hayfield blackened and sooty.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a spell book, a bristly pad and a surfboard here.

>GET ALL

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

spell book: Taken.

bristly pad: Taken.

surfboard: Taken.

>E

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

You see a handtruck here.

>KABBUL DOLLY

A woman in an evening dress, draped with a feathery boa, slowly descends the porch stairs, singing "Hello, Ernie. Well, hello, Ernie. It's so nice to have you back where you belong..." Odd. You've never been here before. But before you have a chance to figure it out, let alone figure out where all those dancing waiters and jazz musicians came from, they're all gone.

[Your score has just gone up by 1.]

>LOOK

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

>X BUTTON

[Which button do you mean, the red button or the lighted button?]

>LIGHTED

If you've seen one lighted button, you've seen them all.

>N

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. The sun is hanging on the horizon to the east.

A strong wind is whipping through the branches of the trees and shaking the undergrowth.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>X WIND

If you've seen one strong wind, you've seen them all.

>KABBUL GAIL

"Wooo!" says the wind! "Wooo!" says the woman with the wind-tossed hair. "What a trip! Thanks, daddy-o, but now I'm gonna blow this joint!" She departs, whistling through the trees.

[Your score has just gone up by 1.]

>LOOK

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. The sun is hanging on the horizon to the east.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>SAVE

ISLAND

Saving...

>SW

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

Part of the meadow seems to be staked out as a vacant house site, but the parcel of land is very burned and blackened from the fire.

The fire has left part of the hayfield blackened and sooty.

>KABBUL CHARLOTTE

Suddenly, the lot contains a house -- or, at least, a woman the size of a house. She runs over and gives you a smothering hug, plunging you deep into the cleavage of her enormous breasts. By

the time you catch your breath, Charlotte is out of sight, although the earth still shudders beneath her distant footsteps.

[Your score has just gone up by 1.]

>NE

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest. The sun is hanging on the horizon to the east.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>KABBUL DAWN

You squint into the sunlight at the approaching woman. Her eyes blaze, and light seems to stream from her hair, her face, her fingers... She wraps her warm arms around you, stoking a fire deep within you. Soon, she is gone, and the world seems like a darker, colder place.

[Your score has just gone up by 1.]

>LOOK

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>KABBUL AUTUMN

[You can't use the word "autumn" in this game.]

>S

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

>X DOOR

The front door is closed.

>KNOCK

[Please say that another way, or try something else.]

>PUSH BUTTON

"Ring, ring."

>E

The front door isn't open.

>OPEN DOOR

You open the front door.

>E

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, an indivisible particle, a stuffed moose and a safe here.

>KABBUL BILL

[There doesn't seem to be any bill here.]

>X STATEMENT

[Which statement do you mean, the outrageous marketing statement

or the accounting statement?]

>ACCOUNTING

"The net value of your business on January 1 of last year was \$1,000,000.00 and on January 1 of this year the net value of your business was \$999,999.95."

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, an indivisible particle, a stuffed moose and a safe here.

>X PEDESTAL

The pedestal is empty, and covered with dust which shows signs of being recently disturbed. The inscription reads, "Here rests the Antenna of Putzburg, one of the Great Attachments for The Sorcerer's Appliance. On permanent loan from Sorcerer University."

>KABBUL ADAM

You almost don't notice the young lad with the reel and rod, due to his unusually small size. "Hi," he squeaks, "I'm goin' fission." He explodes out of the room.

[Your score has just gone up by 1.]

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, a stuffed moose and a safe here.

>X MOOSE

If you've seen one stuffed moose, you've seen them all.

>X PAPER

"Balmoral Weight Loss Clinics! 'I lost 385 pounds in forty-five minutes while stuffing myself with cake and pizza!' says Mrs. Zelda Beachedwhale of Danderville.

>BLUBBA

A whale appears, scrunched in this small space. He seems to be very uncomfortable. You seem to be very dead.

THE END

You have restored 21 souls. You have achieved a score of 237 (out of 1000) in 618 moves. This gives you the rank of Level 3 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, a stuffed moose and a safe here.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters approaches you. "Wanna buy the Bumfflyn Bridge real cheap? Can I interest you in some swampland in Flumada?"

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling, "Where am I? Who am I? Who hit me..."

>KABBUL GOLDY

[The word "goldy" is not in my vocabulary.]

>E

British Aisles

This room is arranged into neat rows of English memorabilia. There are egresses to the west and southwest.

A nobleman, wearing a powdered wig, prances effeminately about a nearby aisle.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

You see a police officer and a truck here.

>KABBUL LOUIE

[The word "louie" is not in my vocabulary.]

>KABBUL LOU

[Sorry, I don't know the word "lou"; I'm just a dumb, underpaid parser.]

>KABBUL LOUEY

[You can't use the word "louey" in this game.]

>S

You can't go that way.

>SW

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

A group of voices have joined together in a joyous Christmas song.

A raucous, unruly sound, like a cross between a giant radio and a truck horn, threatens to make your ears bleed.

A warm, wet breeze, like a giant exhaling, carries a long moan of weariness and relief.

The soft neighing of a horse can be heard during the quieter moments.

A tuneful song, without accompaniment, floats through the air.

>BIB

[Sorry, I don't know the word "bib"; I'm just a dumb, underpaid parser.]

>BIP

A few measures of romantic music floats through the air.

>GET TUNEFUL

[That doesn't make any sense to me.]

>N

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters approaches you. "Wanna buy the Bumfflyn Bridge real cheap? Can I interest you in some swampland in Flumada?"

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling, "Where am I? Who am I? Who hit me..."

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, a stuffed moose and a safe here.

>X POT

If you've seen one poker pot, you've seen them all.

>KABBUL AUNTIE

[The word "auntie" is not in my vocabulary.]

>X SAFE

The safe is closed.

>OPEN SAFE

You open the safe and discover a dollar coin, a cent, some gems and a legal document.

>X COIN

[Which coin do you mean, the dollar coin or the cent?]

>DOLLAR

If you've seen one dollar coin, you've seen them all.

>KABBUL BILL

[There doesn't seem to be any bill here.]

>GET DOLLAR

You take the dollar coin from the safe.

>KABBUL BILL

[There doesn't seem to be any bill here.]

>KABBUL GEORGE

[There doesn't seem to be any george here.]

>X SAFE

Within the safe you can see a cent, some gems and a legal document.

>X GEMS

There's nothing notable about the gems.

>X CENT

If you've seen one cent, you've seen them all.

>KABBUL PENNY

Seemingly from nowhere, there appears a pert little woman with coppery hair. "A lost soul saved is a lost soul earned," she says, giving you a sweet little peck on the cheek before scooting out.

[Your score has just gone up by 1.]

>X SAFE

Within the safe you can see some gems and a legal document.

>X DOCUMENT

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.

To my beloved nephew, I leave my fifth letter of the alphabet.

To my beloved mother, I leave herself.

To my beloved grandson, I leave my clinging seed pod.

To my beloved gardener, I leave my sweet potato.

To my beloved chiropractor, I leave my 2000 pound weight.

Finally, to my stuffed moose, I leave my small, round, green vegetable."

>X FIFTH LINE

To my beloved gardener, I leave my sweet potato.

>X CURTAINS

These are typical window drapes, concealing nothing of interest.

>OPEN CURTAINS

They are!

>X CUSHIONS

The cushions are piled into an informal sofa.

>X STATEMENT

[Which statement do you mean, the outrageous marketing statement or the accounting statement?]

>X POT

If you've seen one poker pot, you've seen them all.

>D

E Cellar

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One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

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One of the letters approaches you. "Wanna buy the Bumfflyn Bridge real cheap? Can I interest you in some swampland in

Flumada?"

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling,
"Where am I? Who am I? Who hit me..."

>KABBUL BOBBY

[There doesn't seem to be any bobby here.]

>E

British Aisles

This room is arranged into neat rows of English memorabilia.
There are egresses to the west and southwest.

A nobleman, wearing a powdered wig, prances effeminately about
a nearby aisle.

In one of the aisles are two toilet bowls, sitting rim to rim
like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to
prevent it from being opened without breaking the wax.

You see a police officer and a truck here.

>KABBUL JOHNNY

[The word "johnny" is not in my vocabulary.]

>X OFFICER

If you've seen one police officer, you've seen them all.

>KABBUL BOBBY

The policeman's uniform fades, and his club drops to the
ground, as he moves for the first time. "Thanks for the 'elp,
mite! Now, let's move along; we don't want to 'ave any trouble,
do we?" He strolls out of sight down an aisle.

[Your score has just gone up by 1.]

>LOOK

British Aisles

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There are egresses to the west and southwest.

A nobleman, wearing a powdered wig, prances effeminately about
a nearby aisle.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

You see a policeman's club and a truck here.

>X CLUB

If you've seen one policeman's club, you've seen them all.

>KABBUL BILLY

"Oh, am I ever stiff!" complains the tall, thin man standing where the billy club was last seen. "And thanks, guv'nor!" He walks off. "Jolly good show!"

[Your score has just gone up by 1.]

>KABBUL LAURIE

The truck dissolves as a huge woman steps out of the cab. Huge, she is, in all three dimensions, and smelling vaguely of diesel fuel. "HONK! Look, sorry bub, but I gotta bad cold, and I gotta be in Liverpool by sundown, so 'adios'."

[Your score has just gone up by 1.]

>LOOK

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One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

>KABBUL TORY

[I'm not familiar with the word "tory."]

>KABBUL TORIE

[I'm not familiar with the word "torie."]

>KABBUL EARL

[There doesn't seem to be any earl here.]

>KABBUL DUKE

[There doesn't seem to be any duke here.]

>LOOK

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One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

>KABBUL NANCY

[There doesn't seem to be any nancy here.]

>KABBUL LOU

[The word "lou" is not in my vocabulary.]

>KABBUL LOUIS

[The word "louis" is not in my vocabulary.]

>KABBUL MARYLOU

[The word "marylou" is not in my vocabulary.]

>LOOK

British Aisles

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There are egresses to the west and southwest.

A nobleman, wearing a powdered wig, prances effeminately about a nearby aisle.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

>X WAX

If you've seen one toilet closure, you've seen them all.

>SW

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

A group of voices have joined together in a joyous Christmas song.

A raucous, unruly sound, like a cross between a giant radio and a truck horn, threatens to make your ears bleed.

A warm, wet breeze, like a giant exhaling, carries a long moan of weariness and relief.

The soft neighing of a horse can be heard during the quieter moments.

A tuneful song, without accompaniment, floats through the air.

>X DEVICE

If you've seen one recording device, you've seen them all.

>KABBUL WINNIE

A proud and regal woman appears before you. She nuzzles your neck in thanks, checks your pockets for sugar, then snorts and stamps her feet and trots away.

[Your score has just gone up by 1.]

>LOOK

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A raucous, unruly sound, like a cross between a giant radio and a truck horn, threatens to make your ears bleed.

A warm, wet breeze, like a giant exhaling, carries a long moan of weariness and relief.

A tuneful song, without accompaniment, floats through the air.

>KABBUL CAROL

The voices merge into one, and take the form of a curvaceous woman dressed in a tight-fitting green and red sweater. She produces a sprig of mistletoe, holds it over you, and then presses her full, moist lips against yours. Just as you begin getting really interested, she pulls apart and prances away, leaving you holding a cheery note.

[Your score has just gone up by 1.]

>LOOK

Sound Studio

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A tuneful song, without accompaniment, floats through the air.

>KABBUL BLAIR

The noise dies down, but when the little girl that appeared in its place begins shouting, you start longing for the blare.

"Mommy!" she shrieks, "I want my Mommy!" Blair gives you a sharp kick in the shins and runs away, screaming at just under

ultrasonic levels.

[Your score has just gone up by 1.]

>LOOK

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

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A tuneful song, without accompaniment, floats through the air.

>N

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters approaches you. "Wanna buy the Bumfflyn Bridge real cheap? Can I interest you in some swampland in Flumada?"

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling, "Where am I? Who am I? Who hit me..."

>KABBUL JULIE

[Sorry, I don't know the word "julie"; I'm just a dumb, underpaid parser.]

>KABBUL RUBY

[I'm not familiar with the word "ruby."]

>KABBUL CONNIE

Amongst the milling E's, you spot a woman of statuesque beauty. Your eyes lock, and she seems to float across the room and into your arms. "Hello, stranger," she whispers in a sultry voice. "Where have you been hiding?" She begins nibbling at your face, then stops suddenly and cries, "What, no wallet?" She withdraws her hand from the pocket of your cloak, whirls, and strides arrogantly away.

[Your score has just gone up by 1.]

>LOOK

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

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One of the letters is chattering on the phone: "...and Thelma

told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling, "Where am I? Who am I? Who hit me..."

>KABBUL SANDY

[That doesn't make any sense to me.]

>KABBUL WENDY

[The word "wendy" is not in my vocabulary.]

>KABBUL TRACY

[There doesn't seem to be any tracy here.]

>KABBUL TONY

[There doesn't seem to be any tony here.]

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, a stuffed moose and a safe here.

In the safe you see some gems and a legal document.

>KABBUL TONY

[There doesn't seem to be any tony here.]

>X FLOWERS

FTD agreed to pay us an advertising fee if we put flowers in a few locations in the game. Wire some flowers today ... and tell them Steve Meretzky sent you.

>KABBUL DAISY

[There doesn't seem to be any daisy here.]

>X CUSHIONS

The cushions are piled into an informal sofa.

>X SOFA

[Sorry, I don't know the word "sofa"; I'm just a dumb, underpaid parser. Please don't report me to the Parsers Guild -- I'll lose my license!]

>X FALSE CLAIM

"Balmoral Weight Loss Clinics! 'I lost 385 pounds in forty-five minutes while stuffing myself with cake and pizza!' says Mrs. Zelda Beachedwhale of Danderville.

>X CHEERY NOTE

"ABCDEFGHIJKLMNOPQRSTUVWXYZ"

>LOOK

Living Room

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There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a man's silk neck ornament, a stuffed moose and a safe here.

In the safe you see some gems and a legal document.

>X ORNAMENT

If you've seen one man's silk neck ornament, you've seen them all.

>KABBUL TY

A neck appears within the tie, and then a man appears around the neck. The man makes choking sounds, then loosens the tie. "God, I hate these things. Where'd it come from? Where did I come from, for that matter? And what's my lifetime batting average?" Still pondering these and other questions, Ty steals away.

[Your score has just gone up by 1.]

>LOOK

Living Room

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There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see an accounting statement, a stuffed moose and a safe here

In the safe you see some gems and a legal document.

>KABBULE JEWEL

[I'm not familiar with the word "kabbule."]

>KABBUL JEWEL

[I'm not familiar with the word "jewel."]

>KABBUL JULES

An obese but natty man is suddenly standing in front of you. His teeth glint with gold fillings, and on his every finger are enormous bejewelled rings. "Good job, lad. I'll have my accountant write you out a check for an appropriate amount. In the meantime, where's that chauffeur of mine?" He waddles out.

[Your score has just gone up by 1.]

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

In the safe you see a legal document.

>X LEGAL

[That doesn't make any sense to me.]

>X LEGAL DOCUMENT

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.

To my beloved nephew, I leave my fifth letter of the alphabet.

To my beloved mother, I leave herself.

To my beloved grandson, I leave my clinging seed pod.

To my beloved gardener, I leave my sweet potato.

To my beloved chiropractor, I leave my 2000 pound weight.

Finally, to my stuffed moose, I leave my small, round, green vegetable."

>KABBUL WILL

A Customer Support nymph appears an inch in front of your nose.

"The KABBUL spell will not restore a lost soul which contains one or more other lost souls, since that would result in the loss of the contained soul or souls. Thank you for choosing Glitterbug and Sons, Inc." Tweaking your nose, the nymph vanishes.

>READ WILL

[Taking the legal document first.]

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.

To my beloved nephew, I leave my fifth letter of the alphabet.
To my beloved mother, I leave herself.
To my beloved grandson, I leave my clinging seed pod.
To my beloved gardener, I leave my sweet potato.
To my beloved chiropractor, I leave my 2000 pound weight.
Finally, to my stuffed moose, I leave my small, round, green vegetable."

>READ CHEERY

[That doesn't make any sense to me.]

>X CHEERY

[That doesn't make any sense to me.]

>X CHEERY NOTE

"ABCDEFGHIJKLMNOPQRSTUVWXYZ"

>READ WILL

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.
To my beloved nephew, I leave my fifth letter of the alphabet.
To my beloved mother, I leave herself.
To my beloved grandson, I leave my clinging seed pod.
To my beloved gardener, I leave my sweet potato.
To my beloved chiropractor, I leave my 2000 pound weight.
Finally, to my stuffed moose, I leave my small, round, green vegetable."

>KABBUL WILLY

A man leaps from the pages of the legal document. "I'll dearly miss uncle, and I will cherish his letter E."

[Your score has just gone up by 1.]

>KABBUL WILLIAM

A man leaps from the pages of the legal document. "I'll dearly miss the boss, and I will cherish his yummy yam."

[Your score has just gone up by 1.]

>X WILL

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.

To my beloved mother, I leave herself.

To my beloved grandson, I leave my clinging seed pod.

To my beloved chiropractor, I leave my 2000 pound weight.

Finally, to my stuffed moose, I leave my small, round, green vegetable."

>KABBUL WILHEIM

[I'm not familiar with the word "wilheim."]

>KABBUL WILTON

A man leaps from the pages of the legal document. "I'll dearly miss Ol' Creaky Bones, and I will cherish his ton."

[Your score has just gone up by 1.]

>KABBUL WILLARD

[Sorry, I don't know the word "willard"; I'm just a dumb, underpaid parser.]

>X WILL

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.

To my beloved mother, I leave herself.

To my beloved grandson, I leave my clinging seed pod.

Finally, to my stuffed moose, I leave my small, round, green vegetable."

>KABBUL WILMA

A woman leaps from the pages of the legal document. "I'll dearly miss sonny, and I will cherish his dear old mom (me, that is)."

[Your score has just gone up by 1.]

A Graduation nymph appears. "Congratulations! You've graduated to the rank of Level 4 Sorcerer!" The nymph vanishes without a trace.

>X WILL

"My Final Testament:

To my beloved son, I leave my ship's steering wheel.
To my beloved grandson, I leave my clinging seed pod.
Finally, to my stuffed moose, I leave my small, round, green vegetable."

>KABBUL WILHELM

A man leaps from the pages of the legal document. "I'll dearly miss papa, and I will cherish his helm."

[Your score has just gone up by 1.]

>KABBUL WILPY

[The word "wilpy" is not in my vocabulary.]

>KABBUL WILPEA

[Sorry, I don't know the word "wilpea"; I'm just a dumb, underpaid parser.]

>KABBUL WILBEAN

[Sorry, I don't know the word "wilbean"; I'm just a dumb, underpaid parser.]

>KABBUL WILBUR

A man leaps from the pages of the legal document. "I'll dearly miss grandpappy, and I will cherish his burr."

[Your score has just gone up by 1.]

>X WILL

"My Final Testament:

Finally, to my stuffed moose, I leave my small, round, green vegetable."

>KABBUL WILBEEN

[Sorry, I don't know the word "wilbeen"; I'm just a dumb, underpaid parser.]

>KABBUL WILSON

[The word "wilson" is not in my vocabulary.]

>KABBUL WILSBY

[Sorry, I don't know the word "wilsby"; I'm just a dumb, underpaid parser.]

>KABBUL WILSPY

[I'm not familiar with the word "wilspy."]

>X BET

[That doesn't make any sense to me.]

>X PET

[That doesn't make any sense to me.]

>X ANTE

[The word "ante" is not in my vocabulary.]

>X POKER

[That doesn't make any sense to me.]

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

It appears as if some mad chef threw a temper tantrum while making bread; a huge wad of uncooked bread batter has been splattered across the vertical surfaces of the room.

A handful of ground beef, shaped into a flat circle, rests on the counter.

A hearty soup, thick with meats and vegetables, is simmering on the stove.

You see a alcoholic lime drink, a bottle of nutty wine, a tiny square of butter and a hot dog here.

>KABBUL WALDO

The walls are suddenly clean, unlike the nasty little fellow who you notice stomping on your toes. "No! I don't want bread! Daddy said I could have ice cream. Waaaa!" He stomps off, flinging bits of dough to and fro.

[Your score has just gone up by 1.]

>KABBUL STU

With astounding suddenness, the pot of soup turns into a beefy man. "Youch!" he cries, jumping off the hot stove. After thanks and a hearty handshake, he retreats. "If my wife finds out that I've been hanging out on the stove again, I'm dead meat..."

[Your score has just gone up by 1.]

>LOOK

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

A handful of ground beef, shaped into a flat circle, rests on the counter.

You see a alcoholic lime drink, a bottle of nutty wine, a tiny square of butter and a hot dog here.

>X LIME DRINK

If you've seen one alcoholic lime drink, you've seen them all.

>KABBUL PATTY

"Top o' the marning t'ya, lad! Ah, 'tis a fine day fer having yer soul restored!" Patty skips away, whistling a jig.

[Your score has just gone up by 1.]

An Encouragement nymph appears an inch in front of your nose. "You're going great, Ernie! Half way there! Keep up the good work." As quickly as it came, the nymph is gone.

>LOOK

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink, a bottle of nutty wine, a tiny square of butter and a hot dog here.

>X HOT DOG

If you've seen one hot dog, you've seen them all.

>KABBUL FRANK

There is a flash of smoke and the smell of burning charcoal. When the air clears, the sausage has been replaced by a long, thin man, who bows politely and departs.

[Your score has just gone up by 1.]

>LOOK

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink, a bottle of nutty wine and a tiny square of butter here.

>KABBUL PAT

When you catch sight of Pat, with her golden hair, glowingly healthy skin, and glistening lips, your insides turn to, well, butter. "Hi, big boy!" She touches a finger to your lips, then runs it slowly down your chest bone. "Why don't you meet me later for a... massage. I've got some... kinks... I need to work out." She walks deliciously away, then turns and whispers, "Don't forget the oleo..."

[Your score has just gone up by 1.]

>KABBUL TOM

[There doesn't seem to be any tom here.]

>KABBUL TOM COLLINS

[The word "collins" is not in my vocabulary.]

>LOOK

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink and a bottle of nutty wine here.

>KABBUL SHERRY

The bottle transforms into the even more curvaceous form of a buxom woman. She runs over to kiss you, and then giggles, "Was that too forward of me? I just can't control myself sometimes when I have a bit too much wine and I see a really cute guy especially a really cute guy who's an up and coming Sorcerer... oooh, you DO seem to be up and coming!" You glance down, and when you look up again, Sherry is gone.

[Your score has just gone up by 1.]

>LOOK

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>KABBUL MO

[Sorry, I don't know the word "mo"; I'm just a dumb, underpaid parser.]

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

A duck is waddling back and forth across the menagerie. Its long, flat beak waves back and forth as it surveys the room.

A baseball glove, modified for canine use, is lying here.

You see a young rabbit, a koala bear, a male cat and a salamander here.

>KABBUL MITT

A Customer Support nymph appears before you. "The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE. This message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." As quickly as it came, the nymph is gone.

>X KOALA BEAR

If you've seen one koala bear, you've seen them all.

>LOOK

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

A duck is waddling back and forth across the menagerie. Its long, flat beak waves back and forth as it surveys the room.

A baseball glove, modified for canine use, is lying here.

You see a young rabbit, a koala bear, a male cat and a salamander here.

>KABBUL TOM

The cat, which had been rubbing itself in circles around your leg, becomes a man. He looks terribly embarrassed, stops rubbing your leg, and stands. Stroking his long whiskers, he begins his thanks, but then he spots a ball of yarn rolling down the stairs and excitedly dashes after it.

[Your score has just gone up by 1.]

>KABBUL SAL

[The word "sal" is not in my vocabulary.]

>X SALAMANDER

If you've seen one salamander, you've seen them all.

>KABBUL LIZ

[The word "liz" is not in my vocabulary.]

>LOOK

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

A duck is waddling back and forth across the menagerie. Its long, flat beak waves back and forth as it surveys the room.

A baseball glove, modified for canine use, is lying here.

You see a young rabbit, a koala bear and a salamander here.

>X RIBBON

If you've seen one tied ribbon, you've seen them all.

>KABBUL CUB

[I'm not familiar with the word "cub."]

>KABBUL JOEY

[Joey doesn't seem to be here.]

>KABBUL BUNNY

You do a double-take at the well-endowed woman hopping toward you from where you last noticed the rabbit. She wears a tight, silverized, fur-trimmed garment that leaves all of her shapely legs and almost all of her ample chest exposed. After serving you, she hops away, the little fluffy tail of her garment wiggling most appealingly.

[Your score has just gone up by 1.]

>LOOK

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down

to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

A duck is waddling back and forth across the menagerie. Its long, flat beak waves back and forth as it surveys the room.

A baseball glove, modified for canine use, is lying here.

You see a koala bear and a salamander here.

>KABBUL MITCHELL

[I'm not familiar with the word "mitchell."]

>KABBUL MITZI

[The word "mitzi" is not in my vocabulary.]

>X GLOVE

If you've seen one dog's baseball glove, you've seen them all.

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>KABBUL WILLIMA

[Sorry, I don't know the word "willima"; I'm just a dumb, underpaid parser.]

>KABBUL WILFRED

[The word "wilfred" is not in my vocabulary.]

>X PIECE OF PAPER

[There doesn't seem to be any piece of paper here.]

>X WALL

[The word "wall" is not in my vocabulary.]

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>X PAGE

"Balmoral Weight Loss Clinics! 'I lost 385 pounds in forty-five minutes while stuffing myself with cake and pizza!' says Mrs. Zelda Beachedwhale of Danderville.

>GET PAGE

You can't take the magazine page.

>X STUFFED MOOSE

If you've seen one stuffed moose, you've seen them all.

>GET IT

You can't take the stuffed moose. (It must be nailed down.)

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from

all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling, "Where am I? Who am I? Who hit me..."

A Messenger nymph materializes and hovers nearby. "Have you seen Buck? No? Okay, I'll keep looking." After giving you a playful kick in the shoulder, the nymph disappears.

>KABBUL ARCHY

[Sorry, I don't know the word "archy"; I'm just a dumb, underpaid parser.]

>KABBUL ARCHEY

[I'm not familiar with the word "archey."]

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when

everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see an accounting statement, a stuffed moose and a safe here

.

>KABBUL BUCK

In the wink of an eye, the dollar becomes a huge stud of a man. He tosses his head proudly, nods gratefully in your direction, then snorts and gallops away.

[Your score has just gone up by 1.]

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see an alcoholic lime drink here.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

A duck is waddling back and forth across the menagerie. Its long, flat beak waves back and forth as it surveys the room.

A baseball glove, modified for canine use, is lying here.

You see a koala bear and a salamander here.

>KABBUL BILL

The duck's bill falls off and suddenly transforms into a man.

The now bill-less duck gives a squawk of indignation and waddles away. Bill looks at you, shrugs, and waddles after the duck.

[Your score has just gone up by 1.]

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>X DRINK

If you've seen one alcoholic lime drink, you've seen them all.

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>X MOOSE

If you've seen one stuffed moose, you've seen them all.

A Messenger nymph materializes and hovers nearby. "Have you seen Daisy? No? Okay, I'll keep looking." Tweaking your nose, the nymph vanishes.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters is made of a shiny yellow metal.

One of the letters is wandering around the room, mumbling, "Where am I? Who am I? Who hit me..."

A Messenger nymph appears an inch in front of your nose. "Have you seen Gaylord? No? Okay, I'll keep looking." Tweaking your nose, the nymph vanishes.

>KABBUL DAISY

The daze E blossoms into an adorable little girl. She has flowers with white petals and yellow centers tucked into her braided hair. Looking up at you with eyes so wide they practically span her entire face, she gives your leg an affectionate hug and then climbs out of the cellar.

[Your score has just gone up by 1.]

>E

British Aisles

This room is arranged into neat rows of English memorabilia. There are egresses to the west and southwest.

A nobleman, wearing a powdered wig, prances effeminately about a nearby aisle.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

>KABBUL GAYLORD

The man, no longer garbed as a nobleman, seems to notice you for the first time. "Oh, it's just SOOO nice to have my little soul back again! Aren't you precious. And handsome, too! Oh,

but you're straight, of course. All the GOOD men are." He skips off.

[Your score has just gone up by 1.]

>W

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters is buried in the sports section, mumbling "Nice point spread! Hmmm... good odds on Lucky Warlock in the third race... I wonder if I can get a game of craps going around here?"

One of the letters sports a border of fine white tatting.

One of the letters is made of a shiny yellow metal.

>KABBUL BETTY

The wagering letter winks out of being, and is replaced by a vivacious redhead with dancing brown eyes. Coming up behind you, she slips an arm around your chest and starts licking your ear, whispering, "I'll bet you're a shark in bed, hustler!" She glances at her watch. "Oops, got a conference call in three minutes. Don't wait up!"

[Your score has just gone up by 1.]

>X TATTING

[The word "tatting" is not in my vocabulary.]

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>KABBUL BILL

[There doesn't seem to be any bill here.]

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

One of the letters is made of a shiny yellow metal.

>KABBUL GOLDY

[The word "goldy" is not in my vocabulary.]

>KABBUL GOLDIE

The gleaming letter becomes an almost unbearably cute blond woman wearing one of the tiniest mini-skirts you've ever seen. With an irresistible giggle, she leaps into your arms, showers you with kisses, including one last, long goodbye kiss.

[Your score has just gone up by 1.]

>LOOK

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL CHATTY

[That doesn't make any sense to me.]

>S

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always

produces a low vibrating tone, but this tube is strangely silent.

A warm, wet breeze, like a giant exhaling, carries a long moan of weariness and relief.

A tuneful song, without accompaniment, floats through the air.

>KABBUL CYE

[The word "cye" is not in my vocabulary.]

>KABBUL SY

[Sorry, I don't know the word "sy"; I'm just a dumb, underpaid parser. Please don't report me to the Parsers Guild -- I'll lose my license!]

>KABBUL SI

[You can't use the word "si" in this game.]

>LISTEN

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

A warm, wet breeze, like a giant exhaling, carries a long moan of weariness and relief.

A tuneful song, without accompaniment, floats through the air.

>KABBUL MELODY

The tune continues, but now it comes not from thin air but from the the very lovely mouth of an equally lovely woman. Singing sweet nothings in your ear, she hugs you tenderly, and then is borne away on the wings of song.

[Your score has just gone up by 1.]

>N

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters, larger than the rest, forms a large curve across the room, like some improbable stone rainbow.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL ARCHIE

The curved stone letter becomes a man, whose only similarity is his large curved belly. "It's about time, meathead. You think it's fun being a lost soul? Just wait till I get my hands on the dingbats responsible..." He paddles up the stairs.

[Your score has just gone up by 1.]

>E

British Aisles

This room is arranged into neat rows of English memorabilia. There are egresses to the west and southwest.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

>X WAX

If you've seen one toilet closure, you've seen them all.

>W

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL SANDY

[That doesn't make any sense to me.]

>KABBUL MOLLY

[I'm not familiar with the word "molly."]

>KABBUL MOLLIE

[The word "mollie" is not in my vocabulary.]

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

A Messenger nymph appears before you. "Have you seen Lucille? No? Okay, I'll keep looking." After giving you a playful kick in the shoulder, the nymph disappears.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL LUCILLE

[There doesn't seem to be any lucille here.]

>E

British Aisles

This room is arranged into neat rows of English memorabilia. There are egresses to the west and southwest.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

One toilet is closed with a giant blob of wax, as though to prevent it from being opened without breaking the wax.

>KABBUL LUCILLE

The blob of wax vanishes; a ordinary woman appears. "Thanks for saving me. Unfortunately, I have the most boring KABBUL text in the entire game. Sorry." She leaves.

[Your score has just gone up by 1.]

>LOOK

British Aisles

This room is arranged into neat rows of English memorabilia.
There are egresses to the west and southwest.

In one of the aisles are two toilet bowls, sitting rim to rim
like a pair of siamese twins.

>KABBUL LOUIS

[Sorry, I don't know the word "louis"; I'm just a dumb,
underpaid parser.]

>KABBUL LOUS

[You can't use the word "lous" in this game.]

>KABBUL LOUEYS

[Sorry, I don't know the word "loueys"; I'm just a dumb,
underpaid parser.]

>KABBUL LOUEY

[You can't use the word "louey" in this game.]

>W

E Cellar

An odd sight is beheld by those who venture into the basement
of the white house: a convention of E's. Yes, letters E from
all over the world have gathered here for the event. Beyond the
milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never
been particularly into alphabetic sex, but male letters
probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery
debris.

One of the letters is chattering on the phone: "...and Thelma
told me that Felicia and Umberto are breaking up. Have you
heard that the Ironrods are enlarging their family room? Oh, I
gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>W

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

A button, glowing from within, is mounted on the wall of the house, right next to the front door.

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Belle? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>KABBUL BELLE

You spy a beautiful woman elegantly raising her frilly silken hoop skirt as she steps off the porch. Her dark hair falls in ringlets, a stark contrast against her pale, delicate skin.

"Whoever you are -- I have always depended on the kindness of sorcerers. But I must be getting back to the plantation. Father will be so worried. As God is my witness, I'll never be kabbulled again." She curtsies before leaving.

[Your score has just gone up by 1.]

>N

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it

down sometime during alpha-testing.] There are trails to the south and southwest.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

>SAVE
STUCK
Saving...

>Z
Time passes...

>Z
Time passes...

A Messenger nymph pops into view. "Have you seen Will? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>KABBUL WILL
A sobbing man steps forth from the will. "I'm sorry... I always cry at funerals and soul restorations." Still weeping, he slowly departs.
[Your score has just gone up by 1.]

>Z
Time passes...

>Z
Time passes...
You begin to feel kind of sleepy.

>Z
Time passes...

>SLEEP
You slide to the ground and fall asleep.

An atomic dragon is chasing you through a thick marsh. It's gaining on you, and you can feel its scalding breath warming

your back. The marsh gets thicker and thicker, making it harder and harder to take each step...

You wake up rested, refreshed, and feeling a bit stiff.

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a spell book, a bristly pad, a surfboard and a cheery note here.

>GET ALL

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

spell book: Taken.

bristly pad: Taken.

surfboard: Taken.

cheery note: Taken.

>SW

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

The fire has left part of the hayfield blackened and sooty.

>Z

Time passes...

>Z

Time passes...

>SE

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed. At the other end of the clearing is another spot where the dried-up stream bed can be crossed; this spot is surrounded by steep rock walls.

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Noel? No? Okay, I'll keep looking ." Tweaking your nose, the nymph vanishes.

>KABBULE NOEL

[Sorry, I don't know the word "kabbule"; I'm just a dumb, underpaid parser.]

>KABBUL NOEL

You find yourself with an armful of woman... the sort of woman that only poets dream of. Slipping a tawny arm around your neck, she whispers, "It's a peasure to meet you. I'm much obiged for heping restore our ost sous. Someday I wi repay your kindness..." She slides down your torso to the ground. "...with interest."

[Your score has just gone up by 1.]

>I

You are holding a surfboard, a bristly pad, a spell book, an ancient map, a scribbled note, a pack of cigarettes, a notebook, a registration form, a talisman and a popular book.

You are wearing a cloak.

>LOOK

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed. At the other end of the clearing is another spot where the dried-up stream bed can be crossed; this spot is surrounded by steep rock walls.

>Z

Time passes...

>Z

Time passes...

A Messenger nymph materializes and hovers nearby. "Have you seen Kermit? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>N

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>E

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see an accounting statement, a stuffed moose and a safe here

.

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

A baseball glove, modified for canine use, is lying here.

You see a koala bear and a salamander here.

>KABBUL KERMIT

A voice floats across the attic: "Now batting, the center fielder, Kermit!" Kermit steps forth from where the dog's mitt had been a moment ago, and shakes your hand with enthusiasm. "You know, I've never been a lost soul before... total novice... a raw rookie..." He leaps away, singing "It ain't easy being green..."

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Ricky? No? Okay, I'll keep looking ." As quickly as it came, the nymph is gone.

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>W

Living Room

This parlor has doorways to the east and west. In addition, a

rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL RICKY

[There doesn't seem to be any ricky here.]

>E

British Aisles

This room is arranged into neat rows of English memorabilia. There are egresses to the west and southwest.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

>KABBUL RICKY

[There doesn't seem to be any ricky here.]

>W

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

A Messenger nymph appears before you. "Have you seen Cy? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the

milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>S

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

A warm, wet breeze, like a giant exhaling, carries a long moan of weariness and relief.

>KABBUL CY

The sigh fades away as you notice for the first time a gaunt man with a deeply-lined face and tired eyes. "Oh, well," he whispers, "I was just getting used to being a sound. I suppose I'd better be moving along now." He shuffles wearily away.

[Your score has just gone up by 1.]

>N

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

You see a koala bear and a salamander here.

>KABBUL RICKY

[There doesn't seem to be any ricky here.]

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

You see a alcoholic lime drink here.

>KABBUL RICKY

With a faint burping sound, the lime rickey dissolves into a rotund fellow with a bowtie and a red nose. "Shanks for the help, mishter! (hic) Can I buy ya shumthin' to drink? No time, you shay? Your losh..." He shtaggers... uh, that is, staggers... away.

[Your score has just gone up by 1.]

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Lulu? No? Okay, I'll keep looking ." Tweaking your nose, the nymph vanishes.

>KABBUL LULU

[There doesn't seem to be any lulu here.]

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>E

British Aisles

This room is arranged into neat rows of English memorabilia. There are egresses to the west and southwest.

In one of the aisles are two toilet bowls, sitting rim to rim like a pair of siamese twins.

>KABBUL LULU

The two loos become one woman -- in fact, one lulu of a woman.

She is wearing a tight sweater and leather miniskirt, and her blonde hair is no less attractive for being unnatural. She slinks up to you, insinuating her bare thigh between your legs.

"Well, that's just about the nicest thing anyone's ever done for me, ducky!" As her tongue slips into your mouth, and her hand slips into your cloak, your mind slips into neutral, until Lulu slips out, saying, "Let me slip into something more comfortable."

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

A Messenger nymph pops into view. "Have you seen Matt? No? Okay, I'll keep looking." After giving you a playful kick in the shoulder, the nymph disappears.

>SW

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

>KABBUL MATT

A sour-faced man is now sitting by your feet. "I suppose you think I should be grateful? Forget it!" He notices your hurt expression. "Yes, I know I'm bristly! You'd be, too, if you'd been walked on by people your whole life!" He stomps away.

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

A Messenger nymph pops into view. "Have you seen Charlie? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>N

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>W

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>SW

You can't go that way.

A Messenger nymph materializes and hovers nearby. "Have you seen Teddy? No? Okay, I'll keep looking." After giving you a playful kick in the shoulder, the nymph disappears.

>S

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed. At the other end of the clearing is another spot where the dried-up stream bed can be crossed; this spot is surrounded by steep rock walls.

>NW

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

The fire has left part of the hayfield blackened and sooty.

>KABBUL CHARLIE

The charred grass of the lea turns from black to green as Charlie, a man with ebony skin and a gritty smile, steps up to shake your hand before departing.

[Your score has just gone up by 1.]

>E

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>E

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair

bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see an accounting statement, a stuffed moose and a safe here

.

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

You see a koala bear and a salamander here.

>KABBUL TEDDY

"Bully for you!" bellows the now man-like teddy bear. "Speak softly and carry a big wand, I always say!" Teddy gives your hand a manly squeeze, blows a trumpet, and charges away.

[Your score has just gone up by 1.]

>LOOK

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

You see a salamander here.

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Clifford? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>W

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>S

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed. At the other end of the clearing is another spot where the dried-up stream bed can be crossed; this spot is surrounded by steep rock walls.

>KABBUL CLIFFORD

A towering man with a stony expression grasps your hand with a

crushing grip. Before your fingers have finished throbbing, the man is gone.

[Your score has just gone up by 1.]

>LOOK

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing. At one end of the clearing is a beachy spot of granular soil where the dried-up stream bed can be crossed.

>Z

Time passes...

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Sandford? No? Okay, I'll keep looking." You blink, and the nymph is nowhere to be seen.

>KABBUL SANDFORD

A perfectly-tanned Adonis strides toward you, flips his shades back onto his forehead, and gives you a high five. "Like, way to go, dude!" He squints at the sun. "Gotta go catch some rays, man. See ya!"

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

>N

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>Z

Time passes...

>Z

Time passes...

A Messenger nymph appears before you. "Have you seen Leif? No? Okay, I'll keep looking." Tweaking your nose, the nymph vanishes

.

>N

In the Forest

You are in the midst of a recently-planted forest. [It was originally an old-growth forest, but Oregonian lumbermen cut it down sometime during alpha-testing.] There are trails to the south and southwest.

Winter is approaching, and many trees are changing color or are already bare. The tree closest to you has just a lone bit of foliage, clinging tenaciously to a branchlet.

> KABBUL LEIF

The tree is now completely bare -- except for the muscular man with the red hair and beard who is hanging from one of the highest branches. He lets go and, despite his considerable size, flutters gently to the ground. Leif gives you a friendly clap on the shoulder (which sends you sprawling) before heading into the forest for a little exploring.

[Your score has just gone up by 1.]

>S

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>Z

Time passes...

>Z

Time passes...

You begin to feel kind of sleepy.

>Z

Time passes...

>Z

Time passes...

You're really really tired now.

>SLEEP

You slide to the ground and fall asleep.

You are wandering down the corridors of Meltingwolf Hall. It's the day of the Spellcasting 101 final exam, and you can't remember where you left your spell book...

You wake up rested, refreshed, and feeling a bit stiff.

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a spell book and a surfboard here.

>GET ALL

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

spell book: Taken.

surfboard: Taken.

A Messenger nymph appears before you. "Have you seen Dusty? No? Okay, I'll keep looking." Flashing a mischievous grin, the nymph fades away.

>E

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is covered with a thin layer of powdery debris.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL DUSTY

The dusty letter transforms into a rambunctious-looking lad, his face smudged with dirt. He runs about the room like a whirlwind, giving off puffs of dust with every step.

Thankfully, after a minute, the whirlwind rebounds up and away.

[Your score has just gone up by 1.]

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Adlai? No? Okay, I'll keep looking." Tweaking your nose, the nymph vanishes.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>KABBUL ADLAI

A sleazy man leaps from the advertisement. "Better menthol taste!" he cries. "Brighter, tougher shine! Finally, an affordable luxury car! I'm gonna be the Education President!"

The man begins foaming at the mouth, and some orderlies in white coats take him away.

[Your score has just gone up by 1.]

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Mike? No? Okay, I'll keep looking." After giving you a playful kick in the shoulder, the nymph disappears.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never

been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>S

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

A device for recording this symphony of silly sounds is suspended by a wire in the center of the studio.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

>KABBUL MIKE

Instead of a recording device, a plump, greasy man now hangs from the wire. He leaps clumsily to the ground, and pumps your hand. "Boffo session. Love it. Let's do lunch. Gotta run -- I'm doing a meeting with some of the boys from corporate." He waddles away.

[Your score has just gone up by 1.]

>Z

Time passes...

A Messenger nymph appears before you. "Have you seen Humphrey? No? Okay, I'll keep looking." After giving you a playful kick in the shoulder, the nymph disappears.

>N

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>X PAPER

"Balmoral Weight Loss Clinics! 'I sweated and starved my ass off and still gained 20 pounds! What a rip-off!' says Mrs. Zelda Beachedwhale of Danderville.

>KABBUL HUMPHREY

[There doesn't seem to be any humphrey here.]

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>S

Sound Studio

This is a totally featureless room with doorways leading north and northeast. A cacaphony of sounds fills the air.

Across the room is a giant vacuum tube of the sort that always produces a low vibrating tone, but this tube is strangely silent.

>KABBUL HUMPHREY

The vacuum tube releases its pent-up humming in a giant explosion of glass and metal! Humphrey strides forth from the wreckage, claps you on the back, and skips away while whistling (not humming) a merry tune.

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Pierre? No? Okay, I'll keep looking." Flashing a mischievous grin, the nymph fades away.

>LOOK

Sound Studio

This is a totally featureless room with doorways leading north

and northeast. A cacaphony of sounds fills the air.

>KABBUL PIERRE

[There doesn't seem to be any pierre here.]

>NE

British Aisles

This room is arranged into neat rows of English memorabilia.
There are egresses to the west and southwest.

>W

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a accounting statement, a stuffed moose and a safe here

.

>KABBUL PIERRE

Pierre, looking somewhat less moose-like and quite a bit less stuffed, cries, "Sacre bleu! I have Le Pea! Now I can retire to zee Riviera!" He glances scornfully at you. "I would geeve you a teep, leetle sorcerer, but I don't seem to have any loose vegetables in my pocket at zee moment."

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be

a page that has been torn out of a magazine.

You see a accounting statement and a safe here.

>GET PAPER

You can't take the magazine page. (It must be nailed down.)

>GET STATEMENT

You take the accounting statement.

>X IT

"The net value of your business on January 1 of last year was \$1,000,000.00 and on January 1 of this year the net value of your business was \$999,999.95."

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>X SAFE

There is nothing in the safe.

>X POT

If you've seen one poker pot, you've seen them all.

>Z

Time passes...

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Gabby? No? Okay, I'll keep looking ." You blink, and the nymph is nowhere to be seen.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is made from a tough, unyielding substance.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters is chattering on the phone: "...and Thelma told me that Felicia and Umberto are breaking up. Have you heard that the Ironrods are enlarging their family room? Oh, I gotta go, I told Eunice I'd give her a call..."

One of the letters sports a border of fine white tatting.

>KABBUL GABBY

The chattering letter fills out to a more womanly form, but otherwise remains unchanged: "...and then Beatrice saw them at the drive-in! Have you SEEN the dresses she wears! Oops, time for my Soaps. Bye, Edna!"

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Hardy? No? Okay, I'll keep looking." As quickly as it came, the nymph is gone.

>KABBUL HARDY

The tough-looking letter changes into an equally tough-looking man. He wears a sleeveless t-shirt, and has several tattoos on each arm. He takes your hand and proceeds to crush the life out of it, laughing as you sink to the floor in pain. "Look at this," he yells, releasing your hand and pounding his stomach.

"Like a rock! Go ahead, give me your best shot!" You decline, and Hardy departs, probably in search of a six-pack.

[Your score has just gone up by 1.]

>LOOK

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters sports a border of fine white tatting.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

You begin to feel kind of sleepy.

>Z

Time passes...

>Z

Time passes...

You're really really tired now.

>SLEEP

You slide to the floor and fall asleep.

An atomic dragon is chasing you through a thick marsh. It's gaining on you, and you can feel its scalding breath warming your back. The marsh gets thicker and thicker, making it harder and harder to take each step...

You wake up rested, refreshed, and somewhat covered with drool.

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters sports a border of fine white tatting.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a spell book, a surfboard and a accounting statement here.

>GET ALL

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

spell book: Taken.

surfboard: Taken.

accounting statement: Taken.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

A Messenger nymph appears before you. "Have you seen Kitty? No? Okay, I'll keep looking." Tweaking your nose, the nymph vanishes.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters sports a border of fine white tatting.

>KABBUL KITTY

[There doesn't seem to be any kitty here.]

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There must've been one heckuva poker game going on here when everyone got enchanted; the pot is tremendous!

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>KABBUL KITTY

With a clatter of chips, the pot becomes a slinky woman in a tattered leopard-skin bikini. She leaps on top of you, growling, "That was wild! I've had a deuce of a time. But when the chips were down, it was a good bet that a stud like you wouldn't fold on me. It was in the cards. Whaddya say we, uh, hit the deck? I'm really stacked, and I've got great hands! No?

Okay, no big deal. But give auntie a kiss, at least." One kiss later, Kitty shuffles away.

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

You see a salamander here.

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Knute? No? Okay, I'll keep looking ." After giving you a playful kick in the shoulder, the nymph disappears.

>KABBUL KNUTE

The newt grows in size and takes on the proportions of a compactly-built man. He offers you a scaly hand, then slithers away, hissing, "Restore one lost soul for the Gipper."

[Your score has just gone up by 1.]

>LOOK

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Lucy? No? Okay, I'll keep looking ." You blink, and the nymph is nowhere to be seen.

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters is dressed like a real tramp. You've never been particularly into alphabetic sex, but male letters probably find her irresistible. You notice her winking at you.

One of the letters sports a border of fine white tatting.

You begin to feel kind of sleepy. Normally, this wouldn't pose much of a problem, except that you've already pulled a few all-nighters this week.

>KABBUL LUCY

The trappy letter melts into a trappy woman, with red tights, a snug leopard-print halter, a studded leather jacket, and very spiky heels. She begins rubbing against you in a not unpleasant way. "Come on, ya big hunk, whaddaya standin' around for? I

like my men... horizontal." She begins loosening your cloak.
"Of course, you'll have to wait in line behind Max and Sam and George and Sid and Jeff and Ralph and..." Not having all that much time, you reluctantly decline. Lucy gives your buns a final squeeze and wiggles up the stairs.

[Your score has just gone up by 1.]

>Z

Time passes...

>Z

Time passes...

You're really really tired now.

>SLEEP

You slide to the floor and fall asleep.

You are in a boudoir, surrounded by a bevy of stunning, perfectly-tanned blondes in skimpy bikinis. "Ooo, Ernie!" they squeal, "You're so good at magic! Show us again how you cast a BIP spell!" They crush against you, pressing their generous bosoms against your suddenly naked chest...

You wake up rested, refreshed, and eager to face the world.

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters sports a border of fine white tatting.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a spell book, a surfboard and a accounting statement here.

>GET ALL

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.
spell book: Taken.
surfboard: Taken.
accounting statement: Taken.

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>Z

Time passes...

A Messenger nymph appears an inch in front of your nose. "Have you seen Nicholas? No? Okay, I'll keep looking." Flashing a mischievous grin, the nymph fades away.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

>KABBUL NICHOLAS

A mousy man with a breast pocketful of pencils appears where the accounting statement had been. He looks around with squinty eyes. "Re-use those paper clips! Buy lower-grade pencils! No personal use of the photocopier!"

[Your score has just gone up by 1.]

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>Z

Time passes...

>Z

Time passes...

A Messenger nymph is suddenly fluttering in the air in front of your face. "Have you seen Lacey? No? Okay, I'll keep looking ." As quickly as it came, the nymph is gone.

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>D

E Cellar

An odd sight is beheld by those who venture into the basement of the white house: a convention of E's. Yes, letters E from all over the world have gathered here for the event. Beyond the milling E's, you can make out openings leading east and south.

One of the letters sports a border of fine white tatting.

>KABBUL LACEY

The fringed letter dissolves into the form of an elderly, dignified matron. She curtsies to you, and creaks her way up the stairs.

[Your score has just gone up by 1.]

>U

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

A Messenger nymph materializes and hovers nearby. "Have you seen Bo? No? Okay, I'll keep looking." Flashing a mischievous grin, the nymph fades away.

>KABBUL BO

[There doesn't seem to be any bo here.]

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

One of the animals has its hair festively tied in a silky ribbon.

>KABBUL BO

The ribbon, like a snake charmer's rope, slowly unties itself, undulates vertically to a length of six feet, and fleshes out

into an athletically-built man. He jogs over to you, exchanges high fives, says "Bo knows KABBUL spells", and then bounds down the stairs in about two steps.

[Your score has just gone up by 1.]

>LOOK

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

(Got 'em All)

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

80 cheering islanders carry you off on their shoulders and read a proclamation which declares you Hero of the Year. Mayor Blaise presents you with the Key to the Island. "Actually," he says, "it's not the key to OUR island... but it IS the biggest key we have!" At the conclusion of the ceremonies, the newly-restored souls form an ugly lynch mob and head out to find their banker.

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>I

You are holding a big key, a surfboard, a spell book, an ancient map, a scribbled note, a pack of cigarettes, a notebook, a registration form, a talisman and a popular book.

You are wearing a cloak.

>X BIG KEY

If you've seen one big key, you've seen them all.

>KABBUL BIG KEY

Nothing happens. I guess that the big key isn't a lost soul.

>READ SPELL BOOK

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)"

>BLUBBA

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

>GET SPELL BOOK

You take the spell book.

>SAVE

BIG KEY

Saving...

>E

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>E

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>X PEDESTAL

The pedestal is empty, and covered with dust which shows signs of being recently disturbed. The inscription reads, "Here rests the Antenna of Putzburg, one of the Great Attachments for The Sorcerer's Appliance. On permanent loan from Sorcerer University."

>W

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>W

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>X KEY

If you've seen one big key, you've seen them all.

>GET ON SURFBOARD

You're holding the surfboard!

>PUT IT IN WATER

You place the board in the water. It appears seaworthy.

>GET ON SURFBOARD

You're now on the surfboard.

>SAVE

Saving...

>SET LEFT TO 1

Huh?

>SET LEFT DIAL TO 1

The left dial is now set to 1.

>SET RIGHT DIAL TO PIG

The right dial is now set to PIG.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. The tides of the Port Curdle harbor have been known to smash surfboards against the rocks. If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

Land appears and the horizon and is soon looming before you. As the jagged shoreline surrounds you, the extraordinarily strong tide dashes you against an extraordinarily sharp rock.

THE END

You have achieved a score of 296 (out of 1000) in 965 moves. This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 13

The left dial is now set to 13.

>SET RIGHT DIAL TO PIG

The right dial is now set to PIG.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "That is too far for this board to travel in one trip."

>SET LEFT DIAL TO 2

The left dial is now set to 2.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard approaches the shoreline: jagged rocks and impassable cliffs. A fool would know to turn back. The

surfboard, nobody's fool, continues fool speed ahead.

THE END

You have achieved a score of 296 (out of 1000) in 966 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 2

The left dial is now set to 2.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>RESTORE

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 3

The left dial is now set to 3.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. No water vehicles under 30 feet are allowed to dock at New Barfton. . If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

You spot land. A police boat approaches from the land, and you are taken prisoner and charged with Intent to Operate an Undersized Water Vessel. You are tried and found guilty, and are somewhat dismayed to learn that in New Barfton, IOUWV is a capital crime.

THE END

You have achieved a score of 296 (out of 1000) in 964 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 4

The left dial is now set to 4.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard slows and comes to a dead stop in the middle of the ocean.

>Z

Time passes...

>X LEFT DIAL

The left dial can be set to any number from 1 to 15. It is currently set to 4.

>X RIGHT DIAL

The right dial can be set to the names of many creatures. [Specifically, the list of critters along the side of the map you'll find in your game package.] It is currently set to GNAT.

>SET LEFT DIAL TO 5

The left dial is now set to 5.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. Spittul is in a state of war with the Empire of Blabber. If you want to disregard this warning, just press the button again at this time."

>

[There seems to be a verb missing in that sentence.]

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

As you approach the mouth of the Blabber River, a warship flying the Blabberian flag appears and blasts you out of the water.

THE END

You have achieved a score of 296 (out of 1000) in 968 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 5

The left dial is now set to 5.

>SET RIGHT DIAL TO ASP

The right dial is now set to ASP.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>PUSH BUTTON

Nothing happens.

The surfboard continues to zip across the surface of the water.

>RESTORE

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 6

The left dial is now set to 6.

>SET RIGHT DIAL TO ASP

The right dial is now set to ASP.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. Spittul is in a state of war with the Empire of Blabber. If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

As you approach the mouth of the Blabber River, a warship flying the Blabberian flag appears and blasts you out of the water.

THE END

You have achieved a score of 296 (out of 1000) in 964 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 7

The left dial is now set to 7.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. The tides of the Danderville harbor have been known to smash surfboards against the rocks. If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

Land appears and the horizon and is soon looming before you. As the jagged shoreline surrounds you, the extraordinarily strong tide dashes you against an extraordinarily sharp rock.

THE END

You have achieved a score of 296 (out of 1000) in 963 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 8

The left dial is now set to 8.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. A school of Electric Sharks has been sighted in the Gulf of Spittul. If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard speeds into the Gulf of Spittul, and within seconds you are surrounded by glowing fins of a school of Electric Sharks. As always, a shocking experience.

THE END

You have achieved a score of 296 (out of 1000) in 963 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 8

The left dial is now set to 8.

>SET RIGHT DIAL TO ASP

The right dial is now set to ASP.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. A school of Electric Sharks has been sighted in the Gulf of Spittul. If you want to disregard this warning, just press the

button again at this time."

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. A school of Electric Sharks has been sighted in the Gulf of Spittul. If you want to disregard this warning, just press the button again at this time."

>GET UP

You get off the surfboard.

>READ SIGN

"Welcome to the Island of Lost Soles (Population 80)."

>E

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>X CAR

The automobile is parked in front of the house.

>S

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing.

>N

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>IN

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>READ PAPER

"Balmoral Weight Loss Clinics! 'I sweated and starved my ass off and still gained 20 pounds! What a rip-off!' says Mrs. Zelda Beachedwhale of Danderville.

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>Z

Time passes...

>LOOK

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>X PAGE

"Balmoral Weight Loss Clinics! 'I sweated and starved my ass off and still gained 20 pounds! What a rip-off!' says Mrs. Zelda Beachedwhale of Danderville.

>BALMORAL

[Sorry, I don't know the word "balmoral"; I'm just a dumb, underpaid parser.]

>MOVE PAGE

You show the magazine page the most heart-wrenching scenes from "Terms of Endearment," but the magazine page remains unmoved.

>E

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>U

Attic

This drafty loft is being used as a menagerie of some type. Animals of every stripe abound. The only exit is the stair down to the kitchen.

>D

Kitchen

You have entered a cramped cookery. A doorway to the west stands next to the bottom of a flight of steep stairs.

>W

Living Room

This parlor has doorways to the east and west. In addition, a rickety stair leads downward. A pedestal next to the stair bears a carved inscription.

There is a piece of paper taped to the wall; it appears to be a page that has been torn out of a magazine.

You see a safe here.

>W

West of House

You are standing to the west of a white house. An automobile is parked here. Paths lead away from the house to the north, west, and south, and the house can be entered from the front porch to the east.

>W

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

You see a surfboard here.

>GET ON SURFBOARD

You're now on the surfboard.

>SET LEFT DIAL TO 7

The left dial is now set to 7.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>OUT

You get off the surfboard.

>SE

Down by the Riverside

The forest, which can be entered to the north or northwest, ends here at a wide clearing.

>BLUBBA

With a great blast of air, which blows your spell book out of your hands, a huge sperm whale appears nearby, wearing a very surprised expression. A moment later, a huge crew of cleaning nymphs appears. The leader of the crew gives a long whistle of amazement. "Now how did THIS baby get HERE! Oh, well, at least it's an outside job -- if these things start appearing indoors, I'm finding a new line of work! C'mon, team, the sooner we start the sooner we finish!" In minutes, the nymphs and the whale are gonzo.

>GET SPELLBOOK

You take the spell book.

>NW

Meadow

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

You see a surfboard here.

>GET ON SURFBOARD

You're now on the surfboard.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. The tides of the Danderville harbor have been known to smash surfboards against the rocks. If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>BLUBBA

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

The surfboard continues to zip across the surface of the water.

>GET SPELLBOOK

You take the spell book from the surfboard.

Land appears and the horizon and is soon looming before you. As the jagged shoreline surrounds you, the extraordinarily strong tide dashes you against an extraordinarily sharp rock.

THE END

You have achieved a score of 296 (out of 1000) in 1000 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

>RESTORE

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 7

The left dial is now set to 7.

>SET RIGHT DIAL TO GNAT

The right dial is now set to GNAT.

>PUSH BUTTON

The Spittoon voice issues from the surfboard. "Warning. The tides of the Danderville harbor have been known to smash surfboards against the rocks. If you want to disregard this warning, just press the button again at this time."

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>BLUBBA

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

Land appears and the horizon and is soon looming before you. As the jagged shoreline surrounds you, the extraordinarily strong tide dashes you against an extraordinarily sharp rock.

THE END

You have achieved a score of 296 (out of 1000) in 963 moves. This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Meadow, on the surfboard

A grassy meadow runs right to the water's edge. A large sign has been erected here, clearly to catch the eye of anyone arriving on the island. Paths leave the meadow to the northeast, east, and southeast.

>SET LEFT DIAL TO 10

The left dial is now set to 10.

>SET RIGHT DIAL TO BOA

Oddly, there is no "BOA" setting visible on the right dial. [Oh, boy! A puzzle! A puzzle!]

>SET LEFT DIAL TO 9

The left dial is now set to 9.

>SET RIGHT DIAL TO TICK

The right dial is now set to TICK.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard slows and comes to a dead stop in the middle of the ocean.

>SET LEFT DIAL TO 11

The left dial is now set to 11.

>SET RIGHT DIAL TO BAT

The right dial is now set to BAT.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard continues to zip across the surface of the water.

>Z

Time passes...

The surfboard slows and comes to a dead stop in the middle of

the ocean.

>X RIGHT DIAL

The right dial can be set to the names of many creatures.
[Specifically, the list of critters along the side of the map
you'll find in your game package.] It is currently set to BAT.

>SET LEFT DIAL TO 8

The left dial is now set to 8.

>SET RIGHT DIAL TO SLUG

The right dial is now set to SLUG.

>PUSH BUTTON

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the
water.

Second Stop

>Z

Time passes...

The surfboard continues to zip across the surface of the
water.

>Z

Time passes...

The surfboard approaches land... Loading... The surfboard
comes to a stop at the water's edge...

Boatyard, on the surfboard

This harborside facility is a windswept dock running
southwest. A number of galleys are docked in the boatyard.

[Your score has just gone up by 20.]

> X GALLEYS

The style and markings clearly indicate the boats to be of amazon design, featuring all-women crews.

>SAVE
AMAZON
Saving...

>SW
[You get off the surfboard first.]
A sudden gust of wind from the boatyard tosses the cowl of your cloak over your head...

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

The parade ground is filled with rows of amazon warriors. Tightly strung body armor does little to hide their fit, curvaceous figures. The tallest amazon, clearly the leader, approaches you and throws back your cowl. Her eyes widen, and from up and down the line of warriors you hear gasps and cries of "A man!"

The leader touches her sword to her forehead in the ancient greeting of the amazons. "I am Ursula Unquenchablefire, leader of the amazon army. We welcome you to our island. It has been many generations since a man set foot on it -- we renew our ranks from women on the ships we capture at sea. We invite you to partake of our hospitality." She gestures to the west.

>s
Shop

This is a small general store with a single exit to the north. You see a lead-plated sword, a shopkeeper, a magazine, a pomegranate and lipstick here.

"A man! A man right here in my shop!" She locks the door, shuts the blinds, and hangs up a "Closed" sign. With savage enthusiasm, she bursts out of her tight outfit; then turning to you, she nearly rips your cloak in her mad rush to get to your flesh.

Sometime later, as you lie in exhaustion and the shopkeeper smokes one of your cigarettes and plays with your chest hairs (both of them), she sighs, "You're the best man I've ever had! Of course, you're the first man I've ever even MET..."

>get all

lead-plated sword: Taken.

magazine: Taken.

pomegranate: Taken.

lipstick: Taken.

>x magazine

This is the current issue of "Amazon Monthly." The lead article is about a group of seamstresses from Fort Blackwand coming to the island to study the Amazons' collection of intriguing local etchings.

>cut magazine

[What do you want to cut the magazine with?]

>sword

You slice the magazine to ribbons.

>undo

[Undone.]

Shop

This is a small general store with a single exit to the north.

You see a shopkeeper here.

>kill shopkeeper with sword

Gee! If you've got that much aggressive energy, maybe you should be playing some shoot-em-up, not an adventure game! After all, it's not like the shopkeeper is some kind of monster or anything!

>i

You are holding lipstick, a pomegranate, a magazine, a lead-plated sword, a spell book, a big key, an ancient map, a

scribbled note, a pack of cigarettes, a notebook, a registration form, a talisman and a popular book.

You are wearing a cloak.

>x cloak

If you've seen one cloak, you've seen them all.

>x pomegranate

If you've seen one pomegranate, you've seen them all.

>n

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

You see an amazon leader here.

>x leader

The amazon leader is tall -- she rises three to four inches above you. Her leather body armor is tightly laced around her wide hips and bulging chest. Red hair spills over her shoulders, intermingling with the cold steel of her weapons.

>talk to leader

"Blah, blah, blah..."

>cut hair

[Sorry, I don't know the word "hair"; I'm just a dumb, underpaid parser.]

>w

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

The amazon leader enters just behind you. She notices the empty pedestal. "Someone has stolen our Great Attachment! Hmmm... the last people to use this suite were those seamstresses from Fort Blackwand! No matter..." She locks the door and drops the key into a hidden recess of her uniform. Placing a long and gorgeous leg up onto the bed, she cocks her head at you and asks, "Now, what can we do to make you feel welcome...?"

>e

The suite door isn't open.

>ask leader about key

"I don't know much about that."

"Shall we get down to business?" The leader hurriedly unlaces her armor, and one glance at her perfectly formed breasts, her smooth, curving tummy, her firm, rounded bottom and her long, ebony legs sends hormones coursing toward your crotch -- with the usual result.

The leader tosses you roughly onto the mattress and straddles you with the air of someone skilled at horsemanship. Grabbing your hair, she pulls your head back and your mouth open, and plunges her tongue against yours.

With hands experienced at being in command but new to the art of lovemaking, Ursula crudely guides you into place; though soon lost in the rapture of the moment, she maintains her firm control over you. Within a minute, her body produces a long series of silent shudders, as her long steel-hard nails rake your back and shoulders.

You lie on the bed, recovering, as the warrior efficiently relaces her armor. Smiling contentedly, she smokes one of your cigarettes and calls over her shoulder as she leaves, "See you later... enjoy your stay!"

>open chest

Opening the chest reveals a rolled-up body which immediately

unrolls into a jaw-droppingly gorgeous amazon warrior. "You're the Man! My nanny told me that there was such a thing as a Man, but I never believed her! And now here we are, alone! Can I touch you?" She does so. Then she touches you a second time. Then you touch her. Then she touches you a third time while you touch her a second time. Then you lose count and you lose your head and you lose your pants, figuratively speaking since you haven't worn pants at any point so far in this game, in case you haven't noticed.

Sometime later... in fact, a few times later... the amazon smokes one of your cigarettes and says, "I hate to wham-bam-thank-you-Sam, but I'm due at my post." She blows you a kiss as she leaves, and for the first time you notice that the hope chest also contains a pair of high-heel shoes.

>get shoes

You take the high heel shoes from the hope chest.

>x vent

The vent in the ceiling looks big enough to climb through.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit, besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

The furnishings include one of those, oh, whaddyacallit, ya know, a clothes cabinet, a piece of furniture that serves as a closet, what's the word... Argh! It's bad enough going senile, but in front of all my adoring fans...

>open cabinet

You open the whaddyacallit and discover a gown.

>get gown

You take the gown from the whaddyacallit.

The door opens and a chambermaid steps in with new linens and towels. Her chambermaid outfit consists of a frilly blouse and an incredibly short skirt. Surprised to see someone, she drops her load and says, "I'm sorry! I didn't realize anyone was in here!" Further surprised to see that the someone is a man, she drops her skirt and says, "Then again, I'm NOT sorry!"

With extraordinary strength for such a petite creature, she tosses you to the carpet and proceeds to thoroughly ravish you. Afterward, she helps herself to one of your cigarettes, tidies the room, dusts the furniture, and gives you a wink before leaving.

These "close encounters" are beginning to wear you down.

>undo

[Undone.]

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit, besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

You see a whaddyacallit here.

In the whaddyacallit you see a gown.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a

large hope chest.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit, besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

You see a whaddyacallit here.

In the whaddyacallit you see a gown.

>remove cloak

You strip off the cloak.

>wear gown

[Taking the gown first.]

You put on the gown.

The door opens and a chambermaid steps in with new linens and towels. Her chambermaid outfit consists of a frilly blouse and an incredibly short skirt. Surprised to see someone, she drops her load and says, "I'm sorry! I didn't realize anyone was in here!" Further surprised to see that the someone is a man, she drops her skirt and says, "Then again, I'm NOT sorry!"

With extraordinary strength for such a petite creature, she tosses you to the carpet and proceeds to thoroughly ravish you. Afterward, she helps herself to one of your cigarettes, tidies the room, dusts the furniture, and gives you a wink before leaving.

These "close encounters" are beginning to wear you down.

>undo

[Undone.]

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit,

besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

You see a whaddyacallit here.

In the whaddyacallit you see a gown.

>get gown

You take the gown from the whaddyacallit.

The door opens and a chambermaid steps in with new linens and towels. Her chambermaid outfit consists of a frilly blouse and an incredibly short skirt. Surprised to see someone, she drops her load and says, "I'm sorry! I didn't realize anyone was in here!" Further surprised to see that the someone is a man, she drops her skirt and says, "Then again, I'm NOT sorry!"

With extraordinary strength for such a petite creature, she tosses you to the carpet and proceeds to thoroughly ravish you. Afterward, she helps herself to one of your cigarettes, tidies the room, dusts the furniture, and gives you a wink before leaving.

These "close encounters" are beginning to wear you down.

>wear gown

You put on the gown.

>wear lipstick

You put on lipstick.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons

from the center of the suite. Near the foot of the bed is a large hope chest.

An amazon warrior drops from the canopy of the bed. With heaving chest, she licks her lips and unlaces her uniform. "Let's make the earth move, honey! By the way, I expected more, uh, masculine garb. But as we say in the locker room, you don't fuck the clothes!" You protest weariness, but a quick swordpoint to the nose reminds you that weariness is a relative state.

A hurried climax later, the amazon smokes one of your cigarettes and departs, leaving you nursing a new set of scratches.

Even too much of a good thing isn't good! You can't take much more of this!

>undo

[Undone.]

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit, besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

You see a whaddyacallit here.

>enter cabinet

Bonk! Nope, the whaddyacallit can't be entered.

>close it

You close the whaddyacallit.

>push it

Nothing happens. The whaddyacallit is clearly no pushover.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

>wear shoes

You put on the high heel shoes.

An amazon warrior stealthily slides through the suite door. With heaving chest, she licks her lips and unlaces her uniform. "Let's make the earth move, honey! By the way, I expected more, uh, masculine garb. But as we say in the locker room, you don't fuck the clothes!" You protest weariness, but a quick swordpoint to the nose reminds you that weariness is a relative state.

A hurried climax later, the amazon smokes one of your cigarettes and departs, leaving you nursing a new set of scratches.

Even too much of a good thing isn't good! You can't take much more of this!

>x bed

The bed looks like a great place to get a good night's sleep and, based on the events of the last few minutes, you're probably going to need it tonight!

An amazon warrior stealthily slides through the suite door. With heaving chest, she licks her lips and unlaces her uniform. "Oh, boy! My turn! By the way, I expected more, uh, masculine garb. But as we say in the locker room, you don't fuck the clothes!" You protest weariness, but a quick swordpoint to the nose reminds you that weariness is a relative state.

A hurried climax later, the amazon smokes one of your cigarettes and departs, leaving you nursing a new set of scratches.

You never thought you'd have the problem of getting laid too MUCH! But these amazons are like the first grader learning to spell "banana" -- they never know when to stop!

>undo

[Undone.]

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

>x door

The suite door is open.

>close door

You close the suite door.

An amazon warrior clambers out of the air duct. With heaving chest, she licks her lips and unlaces her uniform. "Word around camp is that you're one helluva lay! By the way, I expected more, uh, masculine garb. But as we say in the locker room, you don't fuck the clothes!" You protest weariness, but a quick swordpoint to the nose reminds you that weariness is a relative state.

A hurried climax later, the amazon smokes one of your cigarettes and departs, leaving you nursing a new set of scratches.

You never thought you'd have the problem of getting laid too MUCH! But these amazons are like the first grader learning to spell "banana" -- they never know when to stop!

>undo

[Undone.]

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

>e

You wobble unsteadily as you walk. Damn shoes!

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)"

>skonn me

Nothing happens.

>look

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>skonn guards

Nothing happens.

>ne

The guards stop you. "Look at that hair! A man! And he's getting away!" They escort you back to the parade ground, "accidentally" groping you in the process.

>s

You wobble unsteadily as you walk. Damn shoes!

Shop

This is a small general store with a single exit to the north.

You see a shopkeeper here.

"I was hoping you'd come again!" She locks the door, shuts the blinds, and hangs up a "Closed" sign. With savage enthusiasm, she bursts out of her tight outfit.

Sometime later, as you lie in exhaustion and the shopkeeper smokes one of your cigarettes and plays with your chest hairs (both of them), she sighs, "You were wonderful... please come again... and again..."

You never thought you'd have the problem of getting laid too MUCH! But these amazons are like the first grader learning to spell "banana" -- they never know when to stop!

>undo

[Undone.]

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

> cut pomegranate

[What do you want to cut the pomegranate with?]

>sword

You slice the pomegranate to ribbons.

>undo

[Undone.]

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>eat pomegrante

[Sorry, I don't know the word "pomegrante"; I'm just a dumb, underpaid parser.]

>eat pomegranate

Yum! Tasty and tender!

>w

You wobble unsteadily as you walk. Damn shoes!

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

>x pedestal

The pedestal is empty, and covered with dust which shows signs

of being recently disturbed. The inscription reads, "Here rests the Ratchet of Weinersburg, one of the Great Attachments for The Sorcerer's Appliance. On permanent loan from Sorcerer University."

>look under bed

On the floor, under the very center of the bed, is a frilly bonnet.

>get bonnet

You can't quite reach the bonnet; the bed is a bit too low and your arms are a bit too short.

An amazon warrior stealthily slides through the suite door. With heaving chest, she licks her lips and unlaces her uniform. "Let's see if you're as good as you're cracked up to be. By the way, I expected more, uh, masculine garb. But as we say in the locker room, you don't fuck the clothes!" You protest weariness, but a quick swordpoint to the nose reminds you that weariness is a relative state.

A hurried climax later, the amazon smokes one of your cigarettes and departs, leaving you nursing a new set of scratches.

You never thought you'd have the problem of getting laid too MUCH! But these amazons are like the first grader learning to spell "banana" -- they never know when to stop!

>get bonnet with sword

[Please say that another way, or try something else.]

>hook bonnet with sword

[There seems to be a verb missing in that sentence.]

>frimp bed

The VIP bed rises a few inches into the air.

>get bonnet

You take the bonnet.

The VIP bed sinks back down.

>wear bonnet

You put on the bonnet.

An amazon warrior leaps in the window. She looks at you and her face falls. "Oh, excuse me, madam, I thought this was where the Man was staying." She droops away.

>e

You wobble unsteadily as you walk. Damn shoes!

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>ne

The guards watch you disinterestedly. A few seem to be snickering.

[Your score has just gone up by 40.]

You wobble unsteadily as you walk. Damn shoes!

Boatyard

This harborside facility is a windswept dock running southwest. A number of galleys are docked in the boatyard.

You see a surfboard here.

>get on surfboard

You're now on the surfboard.

>set left dial to 13

The left dial is now set to 13.

>set right dial to pig

The right dial is now set to PIG.

>push button

Your grandma wanted me to remind you that it's not a good idea to venture out into open waters without a nice warm cloak.

>wear cloak

You'll have to remove the gown, first.

>remove gown

You strip off the gown.

>wear cloak

You put on the cloak.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The bonnet is blown off your head by the brisk ocean wind and is instantly lost among the waves.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard approaches land... The surfboard comes to a stop at the water's edge...

Lagoon, on the surfboard

This is a small semi-circular sound. A beach suitable for landing lies to the east.

The calm waters of the lagoon suddenly explode as a huge head launches up from the depths, followed by the long neck of what could only be the Lok Pik Monster! Baring hideous fangs of death, it guards the shoreline, bellowing as it blocks your way.

>blubba

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

>get spellbook

You take the spell book from the surfboard.

>show big key to monster

The serpent doesn't seem at all interested.

>show key to monster

The serpent doesn't seem at all interested.

>kill monster with sword

This pathetic attempt falls into the same category as the man who tried to empty the ocean with a thimble.

>e

As you attempt to pass, the serpent's powerful, agile neck spins around, slamming down onto the surfboard, almost splintering it! Holy shit, this is one mean mother!

>e

As you attempt to pass, the serpent's powerful, agile neck spins around, slamming down onto the surfboard, almost splintering it! Holy shit, this is one mean mother!

>frimp monster

Nothing happens.

>read spellbook

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)"

>bip

A few measures of romantic music floats through the air.

>dispar monster

Nothing happens.

>x monster

The only part of the Lok Pik monster that you can see above the surface of the water is its long narrow neck and fang-studded mouth. Looking at the shape of this enormous serpent, its easy to imagine why one scholar called it "The Sailors' Phallic Phantasy." But while it's certainly phallic, it's unfortunately no phantasy.

>bip

A few measures of romantic music floats through the air.

>look

Lagoon, on the surfboard

This is a small semi-circular sound. A beach suitable for landing lies to the east.

You see a serpent here.

>x map

[This is the map that you'll find in your SPELLCASTING 101:
SORCERERS GET ALL THE GIRLS package.]

>talk to monster

"Blah, blah, blah..."

>x water

The water is clear and sparkling.

>x serpent

The only part of the Lok Pik monster that you can see above the surface of the water is its long narrow neck and fang-studded mouth. Looking at the shape of this enormous serpent, its easy to imagine why one scholar called it "The Sailors' Phallic Phantasy." But while it's certainly phallic, it's unfortunately no phantasy.

>cut neck with sword

[That doesn't make any sense to me.]

>kiss serpent

Wet or dry?

>wet

"Slurp!"

>x tree

You see nothing special about the tree.

>look

Lagoon, on the surfboard

This is a small semi-circular sound. A beach suitable for landing lies to the east.

You see a serpent here.

>x beach

[You can't use the word "beach" in this game.]

>gub tree

This hearty species seems to be quite GUB-resistant.

>vai tree

The leaves of the tree grow fuller, several new branchlings sprout, and the trunk swells with sap.

>u

You can't go that way.

>e

As you attempt to pass, the serpent's powerful, agile neck spins around, slamming down onto the surfboard, almost splintering it! Holy shit, this is one mean mother!

>e

As you attempt to pass, the serpent's powerful, agile neck spins around, slamming down onto the surfboard, almost splintering it! Holy shit, this is one mean mother!

>blubba

A whale appears in the water and bids you adieu with a single wave of it's mighty tail. The blast from this wave knocks the spellbook right out of your hands.

>blubba

You don't have a spell book!

>get spell book

You take the spell book from the surfboard.

>get off surfboard

You get off the surfboard.

>e

As you attempt to pass, the serpent's powerful, agile neck spins around, slamming down onto the surfboard, almost splintering it! Holy shit, this is one mean mother!

>drop surfboard

[You aren't holding the surfboard.]

>swim east

It's your head that's swimming!

>swim

Spellcasting is for sorcerers; swimming is for fish.

>e

As you attempt to pass, the serpent's powerful, agile neck spins around, slamming down onto the surfboard, almost splintering it! Holy shit, this is one mean mother!

>get on surfboard

You're now on the surfboard.

>x shoes

The heels look pointy enough to be classified as a dangerous weapon. Is it really possible to walk in these?

>x gown

The gown looks elegant but practical, suitable for many occasions. It is sized to fit a full-bodied woman; of course, everyone on the island seems to fit that description.

>x big key

If you've seen one big key, you've seen them all.

>hit monster with key

This pathetic attempt falls into the same category as the man who tried to empty the ocean with a thimble.

You begin to feel kind of sleepy.

>sleep

You slide to the surfboard and fall asleep.

You are standing on the parapets of Sorcerer Stadium. Someone pushes you from behind, and as you fall you look back and see Joey Rottenwood standing at the parapet, laughing. The hard

bricks of Batguano Court rush to meet you...

You wake up rested, refreshed, and feeling a bit stiff.

Lagoon, on the surfboard

This is a small semi-circular sound. A beach suitable for landing lies to the east.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a big key, a lead-plated sword, a magazine, a gown, a spell book and a serpent here.

>get all

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

big key: Taken.

lead-plated sword: Taken.

magazine: Taken.

gown: Taken.

spell book: Taken.

surfboard: You're on it!

>x talisman

It's just an ordinary little stone -- but now, as you gaze more deeply at it, there seem to be little bits of movement in its crevices, as though incredibly tiny worms or beetles lived in every crack and cranny. You can't even begin to guess at its purpose or powers.

>show talisman to monster

The serpent doesn't seem at all interested.

>yell

"Yabba dabba doooooo!"

>quit

You have achieved a score of 356 (out of 1000) in 1076 moves.
This gives you the rank of Level 4 Sorcerer.

>sw

[You get off the surfboard first.]

A sudden gust of wind from the boatyard tosses the cowl of your cloak over your head...

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

The parade ground is filled with rows of amazon warriors. Tightly strung body armor does little to hide their fit, curvaceous figures. The tallest amazon, clearly the leader, approaches you and throws back your cowl. Her eyes widen, and from up and down the line of warriors you hear gasps and cries of "A man!"

The leader touches her sword to her forehead in the ancient greeting of the amazons. "I am Ursula Unquenchablefire, leader of the amazon army. We welcome you to our island. It has been many generations since a man set foot on it -- we renew our ranks from women on the ships we capture at sea. We invite you to partake of our hospitality." She gestures to the west.

>w

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

The amazon leader enters just behind you. She notices the

empty pedestal. "Someone has stolen our Great Attachment! Hmm... the last people to use this suite were those seamstresses from Fort Blackwand! No matter..." She locks the door and drops the key into a hidden recess of her uniform. Placing a long and gorgeous leg up onto the bed, she cocks her head at you and asks, "Now, what can we do to make you feel welcome...?"

>e

The suite door isn't open.

>frimp bed

Ursula touches a finger to your lips. "Save your spells for later, honey. Let's use our time together more... productively."

"Shall we get down to business?" The leader hurriedly unlaces her armor, and one glance at her perfectly formed breasts, her smooth, curving tummy, her firm, rounded bottom and her long, ebony legs sends hormones coursing toward your crotch -- with the usual result.

The leader tosses you roughly onto the mattress and straddles you with the air of someone skilled at horsemanship. Grabbing your hair, she pulls your head back and your mouth open, and plunges her tongue against yours.

With hands experienced at being in command but new to the art of lovemaking, Ursula crudely guides you into place; though soon lost in the rapture of the moment, she maintains her firm control over you. Within a minute, her body produces a long series of silent shudders, as her long steel-hard nails rake your back and shoulders.

You lie on the bed, recovering, as the warrior efficiently relaces her armor. Smiling contentedly, she smokes one of your cigarettes and calls over her shoulder as she leaves, "See you later... enjoy your stay!"

>open chest

Opening the chest reveals a rolled-up body which immediately unrolls into a jaw-droppingly gorgeous amazon warrior. "You're the Man! My nanny told me that there was such a thing as a Man,

but I never believed her! And now here we are, alone! Can I touch you?" She does so. Then she touches you a second time. Then you touch her. Then she touches you a third time while you touch her a second time. Then you lose count and you lose your head and you lose your pants, figuratively speaking since you haven't worn pants at any point so far in this game, in case you haven't noticed.

Sometime later... in fact, a few times later... the amazon smokes one of your cigarettes and says, "I hate to wham-bam-thank-you-Sam, but I'm due at my post." She blows you a kiss as she leaves, and for the first time you notice that the hope chest also contains a pair of high-heel shoes.

>get shoes

You take the high heel shoes from the hope chest.

>frimp bed

The VIP bed rises a few inches into the air, revealing a frilly bonnet under the center of the bed.

>get bonnet

You take the bonnet.

The VIP bed sinks back down.

>e

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>s

Shop

This is a small general store with a single exit to the north.

You see a lead-plated sword, a shopkeeper, a magazine, a pomegranate and lipstick here.

"A man! A man right here in my shop!" She locks the door, shuts the blinds, and hangs up a "Closed" sign. With savage enthusiasm, she bursts out of her tight outfit; then turning to you, she nearly rips your cloak in her mad rush to get to your

flesh.

Sometime later, as you lie in exhaustion and the shopkeeper smokes one of your cigarettes and plays with your chest hairs (both of them), she sighs, "You're the best man I've ever had! Of course, you're the first man I've ever even MET..."

>get all

lead-plated sword: Taken.

magazine: Taken.

pomegranate: Taken.

lipstick: Taken.

>n

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>w

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

>x vent

The vent in the ceiling looks big enough to climb through.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit, besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

The furnishings include one of those, oh, whaddyacallit, ya know, a clothes cabinet, a piece of furniture that serves as a closet, what's the word... Argh! It's bad enough going senile, but in front of all my adoring fans...

>open cabinet

You open the whaddyacallit and discover a gown.

>remove cloak

You strip off the cloak.

The door opens and a chambermaid steps in with new linens and towels. Her chambermaid outfit consists of a frilly blouse and an incredibly short skirt. Surprised to see someone, she drops her load and says, "I'm sorry! I didn't realize anyone was in here!" Further surprised to see that the someone is a man, she drops her skirt and says, "Then again, I'm NOT sorry!"

With extraordinary strength for such a petite creature, she tosses you to the carpet and proceeds to thoroughly ravish you. Afterward, she helps herself to one of your cigarettes, tidies the room, dusts the furniture, and gives you a wink before leaving.

These "close encounters" are beginning to wear you down.

>wear cloak

You put on the cloak.

>undo

[Undone.]

SIP Suite

This suite isn't as nice as yours, but that's not surprising, since it's only for Somewhat Important People. The only exit, besides the duct above you, is a door to the north, but the author can assure you that opening it spells trouble.

You see a whaddyacallit here.

In the whaddyacallit you see a gown.

>wear gown

[Taking the gown first.]

You put on the gown.

>wear bonnet

You put on the bonnet.

>wear shoes

You put on the high heel shoes.

>wear lipstick

You put on lipstick.

>u

You pull yourself up into the duct and wiggle along until you come to another opening. You drop down...

VIP Suite

No effort has been spared to make these sumptuous quarters the height of decadent luxury. You feel lucky to be considered a Very Important Person. A door, open and draped with silks, leads east. A tall pedestal with an engraved inscription rises in the center of the suite. The only thing to mar the comfort of the room is the tiniest of drafts from the air vent in the ceiling.

The VIP bed, a sensuous thing of silks and satins, beckons from the center of the suite. Near the foot of the bed is a large hope chest.

>x pedestal

The pedestal is empty, and covered with dust which shows signs of being recently disturbed. The inscription reads, "Here rests the Ratchet of Weinersburg, one of the Great Attachments for The Sorcerer's Appliance. On permanent loan from Sorcerer University."

>e

You wobble unsteadily as you walk. Damn shoes!

Parade Ground

This field of closely-cropped grass ends at buildings to the south and west. A path, flanked by amazon guards, leads northeast.

>ne

The guards watch you disinterestedly. A few seem to be snickering.

[Your score has just gone up by 40.]

You wobble unsteadily as you walk. Damn shoes!

Boatyard

This harborside facility is a windswept dock running southwest. A number of galleys are docked in the boatyard.

You see a surfboard here.

>remove gown

You strip off the gown.

>wear cloak

You put on the cloak.

>remove bonnet

You take off the bonnet.

>remove shoes

You take off the high heel shoes.

>get on surfboard

You're now on the surfboard.

>set left dial to 4

The left dial is now set to 4.

>set right dial to pig

The right dial is now set to PIG.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

Third Stop

>z

Time passes...

The surfboard approaches land... Loading... The surfboard comes to a stop at the water's edge...

Edge of Woods, on the surfboard

The woods meet the shore of the island here. A waterfall thunders in the distance. A path enters the woods to the north.

[Your score has just gone up by 20.]

You tumble off the surfboard onto dry land. A funny feeling comes over you, as though your heart was now pumping blood in the wrong direction, and your stomach was slowly undigesting your last meal. Oddest of all, you are now wearing a gingham dress and sporting golden, braided hair. Your skin, clothes, and hair are all caked with dried mud.

>GET ON THE SURFBOARD

Before you have a chance to wonder who typed that command, a

voice from in the woods yells, "?!daerbyaw taht pord ot uoy
dlot ohW !tuC"

A large piece of waybread rises from the ground into your
hand.

>drop waybread

Walking backwards, you head north...

[You get off the surfboard first.]

Fork in Woods

You are surrounded by dense woods. The path from the south
splits here: northeast and northwest. At the fork in the path
stands a lone pedestal with a carved inscription.

>s

Walking backwards, you head northeast...

Back of Cottage

You are in a garden of flowers and soft grasses to the east of
a charming little cottage. There is no entrance on this side;
just a window on the second floor, clearly inaccessible from
here. A path winds among the trees to the southwest.

>undo

[Undone.]

Fork in Woods

You are surrounded by dense woods. The path from the south
splits here: northeast and northwest. At the fork in the path
stands a lone pedestal with a carved inscription.

>read inscription

With a hideous shriek, like the sound of your mother tearing up
your favorite flannel shirts to make rags, the fabric of time
itself is torn asunder. As you might expect, you cease to
exist.

THE END

You have achieved a score of 376 (out of 1000) in 1012 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Fork in Woods

You are surrounded by dense woods. The path from the south splits here: northeast and northwest. At the fork in the path stands a lone pedestal with a carved inscription.

>s

Walking backwards, you head northeast...

Back of Cottage

You are in a garden of flowers and soft grasses to the east of a charming little cottage. There is no entrance on this side; just a window on the second floor, clearly inaccessible from here. A path winds among the trees to the southwest.

>sw

You feel bruised, and your breath feels as though it has been knocked out of you. Also, the dried mud has become damp mud.

You fly off the ground, sailing in an arc that takes you through the window on the second floor...

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a papa mud devil, a mama mud devil, a baby mud devil, a small mudbath, a medium-sized mudbath and a large mudbath here.

Your seemingly incredible leap has left you sitting in the amply-taloned paw of a mad-looking baby mud-devil.

>go window

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1014 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a papa mud devil, a mama mud devil, a baby mud devil, a small mudbath, a medium-sized mudbath and a large mudbath here.

>out

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1014 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a papa mud devil, a mama mud devil, a baby mud devil, a small mudbath, a medium-sized mudbath and a large mudbath here.

>jump out window

The damp mud on your clothes has become very wet, drippy mud.
The baby mud devil is baring small fangs. Small for a mud

devil, that is; they are longer than your arm, and every bit as venomous as an adult mud devil's fangs.

Slowly, the fangs unbare, and the baby cries (something like), "!si ti ereh dna..." The paw suddenly dumps you into the mudbath. "...htabdum ym ni gnihtab neeb s'enoemoS." You hear the baby mud devil tromp away.

You then hear the angry voice of the mother mud devil. Confronting an angry mama mud devil usually appears on most lists between swallowing a hive of ironbees and being slowly submerged in the acid pits of Kurbthurnia following a brisk sandpaper massage. With subsiding anger, she says, "!htabdum YM ni gnihtab neeb s'enoemoS" You hear heavy footsteps fade down the stairs.

The next sound is the loud bellow of a papa mud devil; his tone clearly indicates that his plans include disembowelling an interloper with a rusty chainsaw. "!htabdum ym ni gnihtab neeb s'enoemoS" The papa's anger seemed to lessen a tad toward the end, and you hear him stomp off.

Time passes...

>enter small mud bath

[There doesn't seem to be any small mud bath here.]

>enter small mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A

window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>enter large mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>bathe

[Sorry, I don't know the word "bathe"; I'm just a dumb, underpaid parser.]

>bath

[There seems to be a verb missing in that sentence.]

>d

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.

This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>enter medium mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>enter small mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>out

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>get out of bath

[Which bath do you mean, the small mudbath, the medium-sized mudbath or the large mudbath?]

>small

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>get out of large mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>get out of medium mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>submerge

[I'm not familiar with the word "submerge."]

>d

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>hide

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>listen

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>hide

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>hide in small mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>avoid

[Sorry, I don't know the word "avoid"; I'm just a dumb, underpaid parser.]

>take small mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>take large mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large mudbath here.

>take medium mudbath

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1015 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Second Floor of Cottage

The second floor of the cottage is a single room with three mudbaths -- one small, one medium-sized, and one quite large. A window looks out onto a flowered lawn, and a stair leads down.

You see a small mudbath, a medium-sized mudbath and a large

mudbath here.

>z

You hear a sound like (relatively) small mud devil claws gouging into wood. A high voice whines, "!pu lla ti netae sah dna ...daerbyaw ym gnitae neeb s'ydobemoS"

A medium-pitched voice, accompanied by a snorting sound like a bull preparing to charge, says, "!daerbyaw YM gnitae neeb s'ydobemoS"

An extremely deep voice, muffled by angry spittle, growls, ".daerbyaw ym gnitae neeb s'ydobemoS"

Time passes...

>z

You hear the drawn-out groan of nasty mud devil claws unfurling, and the baby mud devil whines, "!pu dekconk reh nettog dna ...enibucnoc ym htiw dnuora gniloof neeb s'ydobemoS"

You hear the mama gnashing sharp teeth and snarling, "!eni bucnoc YM htiw dnuora gniloof neeb s'ydobemoS"

You hear the gnashing of even sharper teeth as the papa bellows, ".enibucnoc ym htiw dnuora gniloof neeb s'ydobemoS"
You feel relaxed beyond measure. Then, suddenly, you rise from the small mudbath and, lo and behold, you haven't a drop of mud on you! (Except for a small amount on the toes of each foot...)

>enter small mudbath

Brrr! You stick your toe in, but the medium-sized mudbath is much too cold! There's now a bit of mud on the toes of only one foot.

>enter medium mudbath

Yowch! You stick your toe in, but the large mudbath is much too hot! There's no longer any mud on any of your toes!

>enter large mudbath

You walk backwards down the stairs...

First Floor of Cottage

This is the first floor of the cottage, an open area combining living, dining, and cooking activities. A sturdy stair can be

climbed to the second floor, and a door leads outside to the west. The walls are marred by deep gouges.

You can see three pieces of waybread here: a large piece, a medium-sized piece, and a teensy-weensy piece.

Three concubines, one large, one medium-size, and one rather petite, are lounging about, enjoying the absence of the mud-devils.

You see a chess set here.

>u

The heavy waybread sits in your tummy, making you very tense. Too bad there aren't any relaxing mudbaths around here.

You regurgitate a lump of well-chewed waybread into your mouth.

You masticate it for a while; considering the source, it tastes rather yummy! Eventually, the cud of forms itself into a small piece of waybread, which you remove from your mouth.

[Taking the small piece of waybread first.]

>eat small waybread

You spit up a bit of chewed dough, which forms into a bit of oversoft waybread. Your teeth part, and the small bit joins onto a medium-sized piece of waybread.

[Taking the medium-sized piece of waybread first.]

>eat medium waybread

You spit up a bit of chewed dough, which forms into a bit of overhard waybread. Your teeth part, and the small bit joins onto a large piece of waybread.

[Taking the large piece of waybread first.]

>eat large waybread

You notice the growls of hunger that usually follow an extended physical effort.

Feeling increasingly sweaty and out-of-breath, you roll over onto the small concubine. Though flaccid, you slip into her with surprising ease. You don't feel particularly aroused, but you quickly harden and then are suddenly overcome by a strange orgasm. It fades into the familiar, devilish feeling of impending release, after which you find yourself thrusting

rhythmically. Each thrust is shallower, more controlled, and the concubine produces ever less passionate moans of pleasure.

Suddenly, you roll to your knees and then to your feet. The small concubine kisses and licks your neck and chest. Her gown, and then your cloak, seem to float off the ground and attach themselves to your shoulders with a flick of her fingers.

You kiss several times, with decreasing excitement, and then the small concubine flows out of your arms. She stands before you, looking desirable.

>screw small concubine

The medium-sized concubine is just too wild for you.

You stagger forward, feeling totally dishevelled.

Seemingly, you pull the medium-sized concubine toward you using nothing more than the palms of your hands. Suddenly she is upon you like an animal, pawing at your clothes, biting and clawing, moaning, kissing...

The medium-sized concubine leaps back from your arms, and stands nearby, seductively licking her lips at you.

>screw medium concubine

[I'm not familiar with the word "concubine."]

>oops concubine

The large concubine is just too frigid for you.

You step up to the large concubine and immediately wrap your arms around her, kissing her, caressing her. She seems completely willing, but also completely unresponsive and uninterested. You slowly release the large concubine and take a step or too back. She looks at you with dull, lidded eyes.

>screw large concubine

You walk backwards out of the cottage.

Front of Cottage

You are west of the door into a fairybook cottage. The cottage is surrounded by trees, but a trail slips between the trees to the southeast.

>in

You close the cottage door.

>open door

The sign reads, "The Mud Devil Family."

>read sign

Walking backwards, you head southeast...

Fork in Woods

You are surrounded by dense woods. The path from the south splits here: northeast and northwest. At the fork in the path stands a lone pedestal with a carved inscription.

>nw

You take a closer look at the pedestal. It is empty, and covered with dust which shows signs of being recently disturbed. The inscription reads, "Here rests the Nozzle of Blather, one of the Great Attachments for The Sorcerer's Appliance. On permanent loan from Sorcerer University."

>x pedestal

Walking backwards, you head south...

Edge of Woods

The woods meet the shore of the island here. A waterfall thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director and a surfboard here.

>n

The director shouts, "!noitcA !yakO" and places a spell box labelled "BUNDEROT" in your hand.

>get box

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1033 moves.

This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Edge of Woods

The woods meet the shore of the island here. A waterfall thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director and a surfboard here.
>open box

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1033 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Edge of Woods

The woods meet the shore of the island here. A waterfall thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director and a surfboard here.
>talk to director

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1033 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Edge of Woods

The woods meet the shore of the island here. A waterfall thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director and a surfboard here.

>z

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1033 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Edge of Woods

The woods meet the shore of the island here. A waterfall thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director and a surfboard here.

>ask director for box

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1033 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Edge of Woods

The woods meet the shore of the island here. A waterfall thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director and a surfboard here.
>give box to director

"!em ot ti eviG" snorts the director. "!retcarahc fo tuo s'ti
-- xob lleps taht htiw no klaw t'noD !knul uoy, tiaW"

A flunky clicks a small slate which reads, "Goldilocks and the Three Mud Devils, Scene 14, Take 187."

The director, gesticulating furiously, wheezes, "!ti ni wollaw ,htabdm eht ni eot ruoy pid tsuj t'nod, emit siht dnA .niaga ti yrt s'tel ,yakO"

You step onto the surfboard.
>x box

With a hideous shriek, like the sound of your mother tearing up your favorite flannel shirts to make rags, the fabric of time itself is torn asunder. As you might expect, you cease to exist.

THE END

You have achieved a score of 376 (out of 1000) in 1034 moves.
This gives you the rank of Level 4 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?>
[Undone.]

Edge of Woods, on the surfboard

The woods meet the shore of the island here. A waterfall

thunders in the distance; it seems to be falling upward! A path enters the woods to the north.

You see a director here.

>get off of surfboard

Immediately, the funny feeling you've had passes; your heart and stomach seem to be behaving normally again.

>x director

[There doesn't seem to be any director here.]

>look

Edge of Woods, on the surfboard

The woods meet the shore of the island here. A waterfall thunders in the distance. A path enters the woods to the north.

>x box

The BUNDEROT spell box is closed.

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 16.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

BUNDEROT (decomposition)"

>save

hmm

Saving...

>set left dial to 13

The left dial is now set to 13.

>push button

The Spittoon voice issues from the surfboard. "That is too far for this board to travel in one trip."

>set left dial to 8

The left dial is now set to 8.

>set right dial to slug

[Sorry, I don't know the word "slug"; I'm just a dumb, underpaid parser.]

>set right dial to slug

The right dial is now set to SLUG.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard approaches land... The surfboard comes to a stop at the water's edge...

Boatyard, on the surfboard

This harborside facility is a windswept dock running southwest. A number of galleys are docked in the boatyard.

>set left dial to 13

The left dial is now set to 13.

>set right dial to pig

The right dial is now set to PIG.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the

water.

>z

Time passes...

The surfboard approaches land... The surfboard comes to a stop at the water's edge...

Lagoon, on the surfboard

This is a small semi-circular sound. A beach suitable for landing lies to the east.

The calm waters of the lagoon suddenly explode as a huge head launches up from the depths, followed by the long neck of what could only be the Lok Pik Monster! Baring hideous fangs of death, it guards the shoreline, bellowing as it blocks your way.

>bunderot monster

Nothing happens.

>bunderot surfboard

Nothing happens.

>x waybread

If you've seen one large piece of waybread, you've seen them all.

>frimp monster

Nothing happens.

>x monster

The only part of the Lok Pik monster that you can see above the surface of the water is its long narrow neck and fang-studded mouth. Looking at the shape of this enormous serpent, its easy to imagine why one scholar called it "The Sailors' Phallic Phantasy." But while it's certainly phallic, it's unfortunately no phantasy.

>bunderot right dial

Nothing happens.

>bunderot map
Nothing happens.

>set left dial to 14
The left dial is now set to 14.

>push button
The Spittoon voice issues from the surfboard. "Warning. Ocean currents near St. Weinersburg are often treacherous. If you want to disregard this warning, just press the button again at this time."

>set left dial to 14
The left dial is now set to 14.

>set right dial to bat
The right dial is now set to BAT.

>push button
The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard
The sea stretches to the horizon in all directions.
The surfboard continues to zip across the surface of the water.

Fourth Stop

>z
Time passes...
The surfboard approaches land... Loading... The surfboard comes to a stop at the water's edge...

Sail-Thru Window, on the surfboard
You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving

the island, the only place to go from here is in to the restaurant interior.

You see a MAJJELLO spell box here.

[Your score has just gone up by 20.]

>get box

As you reach for the spell box, a pygmy shark bursts through the surface of the water, arcs across the dock, swallows the spell box in a single gulp, and slices back into the water.

You're lucky it didn't take your hand off!

>undo

[Undone.]

Sail-Thru Window, on the surfboard

You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving the island, the only place to go from here is in to the restaurant interior.

You see a MAJJELLO spell box here.

>frimp box

The MAJJELLO spell box rises into the air and hangs there as though suspended by an invisible string.

>get box

As you reach for the spell box, a pygmy shark bursts through the surface of the water, arcs across the dock, swallows the spell box in a single gulp, and slices back into the water.

You're lucky it didn't take your hand off!

>undo

[Undone.]

Sail-Thru Window, on the surfboard

You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to

sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving the island, the only place to go from here is in to the restaurant interior.

You see a MAJJELLO spell box here.

>read sign

"Welcome to the GRAND OPENING of the Restaurant at the End of the Ocean. (Sorry, our Sail-Thru Window isn't open yet. Please come inside!)"

The MAJJELLO spell box sinks back down.

>x box

The MAJJELLO spell box is closed.

>open box

As you reach for the spell box, a pygmy shark bursts through the surface of the water, arcs across the dock, swallows the spell box in a single gulp, and slices back into the water. You're lucky it didn't take your hand off!

>undo

[Undone.]

Sail-Thru Window, on the surfboard

You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving the island, the only place to go from here is in to the restaurant interior.

You see a MAJJELLO spell box here.

>x shark

[There doesn't seem to be any shark here.]

>in

[You get off the surfboard first.]

Restaurant

This is a cozy bistro. The only exit is back out to the boat docks. In the center of the restaurant is an engraved pedestal.

A waiter approaches you. "Good day, sir!" he greets you in a warm, jovial tone, and shows you to a table with a wonderful view of the water. "My name is Maurice, and I'll be your waiter today. Here's our menu of today's specials! Please ask if you have any questions!"

>read menu

"Today's specials:

ROC EGG OMELETTE with our own secret blend of spices

PYGMY SHARK - very fresh and topped with garlic kiwi butter

GRANOLA SURPRISE - clusters filled with special treats

SWEET 'N' SOUR HELLHAMSTER garnished with black raspberries"

You begin to relax as the ambience and delicious odors of this fine restaurant wash over you. What a "find" this place is!

>out

A Restaurant nymph appears before you. "Allow me to take your menu before you leave." After giving you a playful kick in the shoulder, the nymph disappears.

Sail-Thru Window

You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving the island, the only place to go from here is in to the restaurant interior.

You see a MAJJELLO spell box and a surfboard here.

>save

shark

Saving...

>get box

As you reach for the spell box, a pygmy shark bursts through the surface of the water, arcs across the dock, swallows the spell box in a single gulp, and slices back into the water.

You're lucky it didn't take your hand off!

>in

Restaurant

This is a cozy bistro. The only exit is back out to the boat docks. In the center of the restaurant is an engraved pedestal.

A waiter approaches you. "Good day, sir!" he greets you in a warm, jovial tone, and shows you to a table with a wonderful view of the water. "My name is Maurice, and I'll be your waiter today. Here's our menu of today's specials! Please ask if you have any questions!"

>order shark

The waiter crisply writes up your order. "That will be out in a few minutes, sir."

You begin to relax as the ambience and delicious odors of this fine restaurant wash over you. What a "find" this place is!

>x menu

"Today's specials:

ROC EGG OMELETTE with our own secret blend of spices

PYGMY SHARK - very fresh and topped with garlic kiwi butter

GRANOLA SURPRISE - clusters filled with special treats

SWEET 'N' SOUR HELLHAMSTER garnished with black raspberries"

You hear someone shouting outside. "Yes! This is the place that George and Mabel were telling us about!" For the first time, you notice that the place is getting uncomfortably crowded.

The waiter brings the pygmy shark to your table.

>open shark

You can't see or reach very far down the shark's gullet... and unless you do something about all these surrounding pounds of shark meat, that's the only way to get inside the shark...

The waiter approaches your table. "Hey, new policy -- vegetable and potato are no longer included with dinner. Also, the prices of all entrees have tripled. Finally... try and hurry it up. We have good customers waiting for this table."

>bunderot shark

The shark is consumed by maggots, leaving behind only the contents of the shark's stomach: a slightly damp and slightly chewed spell box.

[Your score has just gone up by 60.]

The smell of burning food suddenly pours out of the kitchen, and a roach clatters noisily across your plate. The fact that you can hear a roach move makes you realize that the bistro is now almost completely deserted.

>get box

You take the MAJJELLO spell box.

The waiter says, "Sorry, you're gonna have to leave. It's closing time. Please accept our regrets for your inconvenience." He escorts you outside, and hangs up a new sign before leaving.

A Restaurant nymph appears before you. "Allow me to take your menu before you leave." You blink, and the nymph is nowhere to be seen.

Sail-Thru Window

You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving the island, the only place to go from here is in to the restaurant interior.

You see a surfboard here.

>x sign

"Out of Business"

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 16.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)

BUNDEROT (decomposition)"

>majjello

No hidden information appears.

>majjello surfboard

No hidden information appears.

>majjello right dial

A "BOA" setting appears on the right dial!

>set right dial to boa

The right dial is now set to BOA.

>set left dial to 10

The left dial is now set to 10.

>push button

The surfboard zooms out of sight, drenching you with a spray of water.

>undo

[Undone.]

Sail-Thru Window

You are at a narrow dock on the side of an oceanside restaurant. A window on the side of the eatery allows boats to sail up and get take-out food without the need to dock and come inside. There's a red sign on the window. Other than leaving the island, the only place to go from here is in to the restaurant interior.

You see a surfboard here.

>get on surfboard

You're now on the surfboard.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard approaches land... Loading... The surfboard comes to a stop at the water's edge...

Fifth Stop

Gateway of the Gods, on the surfboard

You are at the shore of an island sparkling with majesty and wonder. The water laps at the feet of a wondrously tall gateway which leads inland to the north.

[Your score has just gone up by 20.]

A Graduation nymph appears. "Congratulations! You've graduated to the rank of Level 5 Sorcerer!" The nymph vanishes without a trace.

>save

gateway

Saving...

>n

The island is locked.

>in

The island is locked.

>look

Gateway of the Gods, on the surfboard

You are at the shore of an island sparkling with majesty and wonder. The water laps at the feet of a wondrously tall gateway which leads inland to the north.

>x gateway

Gateway of the Gods, on the surfboard

You are at the shore of an island sparkling with majesty and wonder. The water laps at the feet of a wondrously tall gateway which leads inland to the north.

>unlock island with big key

You unlock the island.

>open island

You already did that.

>n

[You get off the surfboard first.]

Garden of the Gods

A series of meandering canals wind amongst the flora of the lushest gardens imaginable. Canopies of willows cast dappled shadows across the waters. Paths of enamelled brick wind between immaculately manicured shrubs bursting with succulent blossoms of every shape and color. The paths cross the canals on delicate bridges of hand carved hardwoods inlaid with intricate tiles. A variety of fountains pierce the air with plumes of nectar and perfume. Birds swoop and soar between the waters and the willows, their persistently cheerful song uplifting the spirits of all who hear it.

To the south is a towering gateway. An impressive portal leads north. There's a small sign next to the portal.

[Your score has just gone up by 50.]

>read sign

"BEWARE OF GOD [sic]"

>read spell boook

[Sorry, I don't know the word "boook"; I'm just a dumb, underpaid parser.]

>read bok

[The word "bok" is not in my vocabulary.]

>read book

[Which book do you mean, the spell book, the notebook or the popular book?]

>spell

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)

BUNDEROT (decomposition)"

>majjello sign

No hidden information appears.

>look

Garden of the Gods

A series of meandering canals wind amongst the flora of the lushest gardens imaginable. Canopies of willows cast dappled shadows across the waters. Paths of enamelled brick wind between immaculately manicured shrubs bursting with succulent blossoms of every shape and color. The paths cross the canals on delicate bridges of hand carved hardwoods inlaid with intricate tiles. A variety of fountains pierce the air with plumes of nectar and perfume. Birds swoop and soar between the waters and the willows, their persistently cheerful song uplifting the spirits of all who hear it.

To the south is a towering gateway. An impressive portal leads north. There's a small sign next to the portal.

>n

Condo of the Gods

You stand in the lobby of an opulent palace, divided into small apartments. Two such apartments lie to the east and west, and tall portals lead south and north. The lobby is decorated with finely polished marble, and trimmed with rare metals from every corner of Peloria. An ornate chandelier presides above; beneath the chandelier is an inscribed pedestal of white marble.

>x pedestal

The pedestal is empty, and covered with dust which shows signs of being recently disturbed. The inscription reads, "Here rests the Envelope Feeder of Flem, one of the Great Attachments for

The Sorcerer's Appliance. On permanent loan from Sorcerer University."

>w

Condo West

You have entered, it seems, the apartment of Ocarina, the goddess of beauty, and Glockenspiel, the god of ugliness. A line divides the center of the apartment. One side is neat and tastefully furnished. Large mirrors and masks of handsome faces adorn the walls. The other side of the condo is hideous, a collection of clashing colors and styles: green and orange stripes and purple plaids and plastic on all the furniture. Masks of grotesquely ugly hags adorn cracked and broken walls. The only exit, half on each side of the line, leads east.

Floor-to-ceiling drapes cover a portion of one wall.

>x drapes

The floor-to-ceiling drapes must be purely decorative, since there is no window -- or anything else -- behind them.

>cut drapes with sword

This accomplishes nothing. [I'll refrain from making a "cutting remark."]

You hear people approaching.

>hide behind drapes

You slip behind the curtain.

There are voices just outside; they sound plenty angry!

>listen

You hear nothing but the pounding of your own heart.

A woman so radiantly lovely that she could only be Ocarina, goddess of beauty, steps elegantly into the room. Right behind her is a man so mind-numbingly repulsive that he must be the god of ugliness, Glockenspiel.

"I told you, dear," hums Ocarina, "I have this severe headache."

"I've heard that one before," rumbles the vile Glockenspiel.

"How can you have the same headache for sixteen hundred years

straight?"

>listen

You hear nothing but the pounding of your own heart.

"You've had other lovers!" roars Glock. "Don't think I don't know about them! And when I catch one of them, I'll plunge his head so far up his..." He turns so red with rage he becomes unable to continue. He shakes a fist at Ock, and thunders out the door.

>x ocarina

Ocarina is without imperfection. All women in the world are but mere flawed imitations of her magnificence. The radiance of the sun is her hair, the music of the birds is her voice. Her skin is smoother than silk and fairer than cotton. The fleetest glance at her beauty is enough to make you forget every woman you've ever known, or ever seen, or even ever heard of. No doubt about it, Ocarina is a 10. If there was such a thing as an 11, she be that, too. In fact, mathematicians would be tumbling all over each other, trying to invent new numbers high enough to rate Ocarina.

Ocarina sticks out her tongue at the departing god, then turns to the large mirror on her end of the room. (Unsurprisingly, there are no mirrors on Glock's side of the condo.) "Ahhh, alone at last." She begins combing her magnificent hair.

>z

Time passes...

She finishes brushing her hair and begins rubbing ointment onto her calves. Then, sitting back and lifting her dress, she massages the balm onto her knees and then her thighs.

>z

Time passes...

Ocarina suddenly says, "Why mortal, you startled me!" A stake of fear drives deep into your heart, as you think that Ocarina has noticed you in your hiding place, but then you see that her eyes are closed, and that she is addressing an imaginary person. "I... I normally don't allow visitors into my

quarters... but for such handsome visitors, I sometimes make an exception..."

> z

Time passes...

"Why, yes, mortal, you may touch me there..." Her hands slowly caress her breasts, stroking them ever more sensually. An expression of blissful contentment covers her lovely face. Then her dress falls away, revealing a figure so perfect that it could only belong to, well, a goddess. "Why, mortal! You are very bold to remove my dress without asking permission!"

> undo

[Undone.]

Condo West, behind the curtains

You have entered, it seems, the apartment of Ocarina, the goddess of beauty, and Glockenspiel, the god of ugliness. A line divides the center of the apartment. One side is neat and tastefully furnished. Large mirrors and masks of handsome faces adorn the walls. The other side of the condo is hideous, a collection of clashing colors and styles: green and orange stripes and purple plaids and plastic on all the furniture. Masks of grotesquely ugly hags adorn cracked and broken walls. The only exit, half on each side of the line, leads east.

Floor-to-ceiling drapes cover a portion of one wall.

You see Ocarina here.

>out

You step out from behind the curtains. Ocarina looks slightly startled, but then a mysterious smile flits across her lips.

"Ah, a mortal! It's been quite a while since I had a mortal... as a visitor..."

>undo

[Undone.]

Condo West, behind the curtains

You have entered, it seems, the apartment of Ocarina, the

goddess of beauty, and Glockenspiel, the god of ugliness. A line divides the center of the apartment. One side is neat and tastefully furnished. Large mirrors and masks of handsome faces adorn the walls. The other side of the condo is hideous, a collection of clashing colors and styles: green and orange stripes and purple plaids and plastic on all the furniture. Masks of grotesquely ugly hags adorn cracked and broken walls. The only exit, half on each side of the line, leads east. Floor-to-ceiling drapes cover a portion of one wall. You see Ocarina here.

>z

Time passes...

"Why, yes, mortal, you may touch me there..." Her hands slowly caress her breasts, stroking them ever more sensually. An expression of blissful contentment covers her lovely face. Then her dress falls away, revealing a figure so perfect that it could only belong to, well, a goddess. "Why, mortal! You are very bold to remove my dress without asking permission!"

> z

Time passes...

Ocarina continues to fondle her breast, and then one hand moves slowly down her naked torso. "Oh, mortal, you know exactly what I want!" You begin to cause quite a bulge behind the curtain.

>z

Time passes...

Ocarina's breathing becomes more rapid and she assumes a pose which you find unbelievably arousing, which causes you to push the drapes out even further. Her shivering moans of ecstatic pleasure are suddenly cut short as the goddess spots the bulging curtain and whips it aside!

>z

Time passes...

Ocarina looks slightly startled, but then a mysterious smile flits across her lips. "Ah, a mortal! It's been quite a while

since I had a mortal... as a visitor..."

>z

Time passes...

You begin to feel kind of sleepy.

"So, is that a magic wand in your pocket, or are you just happy to see me?"

>remove cloak

You strip off the cloak. Ocarina gives you a casual glance.

"You are a bold one, mortal."

"Hey, mortal -- ever made it with a goddess?"

>screw ocarina

Blinded by her beauty, heart thumping wildly in your chest, rabid hormones streaming to every cell in your body, you take Ocarina in your arms. At first, she flows into your embrace, but then, dashing your desires, she steps back.

"You ARE kind of short, even for a mortal..." She waves her hand, and the ground seems to move a foot away. Then the truth dawns; you are now a full foot taller! "Better..." nods the goddess, absently sucking on her finger. "But you could use some more muscles." She wiggles a few fingers, and suddenly you have the physique of a weightlifter. "Just my type -- muscles like an ox! One last adjustment..." She looks at your erection, gives the barest twitch of her pinky, and you stare down in amazement as your little love monkey becomes King Kong!

At last, you and Ocarina come together, and a bit later you come together again. Unfortunately, mere words are insufficient to describe the unequalled ecstasy of making love to the goddess of beauty.

You lie in sweet embrace of post-coital bliss as Ocarina puffs on one of your cigarettes, a bliss only slightly diminished by the disappointment at noticing that your "physical improvements" have vanished. Ocarina reaches under her pillow, pulls out a spell box, and tosses it at your feet. "I've been hoping that the Spell Fairy might give me a gold piece for this, but no luck. Maybe you can use it, hot buns."

You hear heavy footsteps approaching.

>hide behind drapes

Ocarina immediately pulls the curtain aside. "Don't hide, mortal! I want to look at you."

Glockenspiel steps into the room, and his face turns the color of a ripe tomato. He lifts you into the air with one finger.

"You presumptuous worm! I'll destroy you! I'll tear you into so many pieces you'll need an army of accountants to count them all! I'll fry you with lightning bolts until your own ashes beg for mercy! I'll..." A slow grin spreads over his horrific face.

"No, wait! I have an even better idea! Death is too quick, too easy! Instead, a little chore..." He drags you outside.

Garbage Dump of the Gods

You stand at the edge of an unending vista of garbage. Unless starving to death while lost amidst a sea of trash is your idea of a boffo time, your best bet is to return to the condo, to the south.

Glockenspiel points at the square miles of trash. "Clean it up. Clean it ALL up." He grins, evilly.

>open box

[There doesn't seem to be any box here.]

>undo

[Undone.]

Condo West

You have entered, it seems, the apartment of Ocarina, the goddess of beauty, and Glockenspiel, the god of ugliness. A line divides the center of the apartment. One side is neat and tastefully furnished. Large mirrors and masks of handsome faces adorn the walls. The other side of the condo is hideous, a collection of clashing colors and styles: green and orange stripes and purple plaids and plastic on all the furniture.

Masks of grotesquely ugly hags adorn cracked and broken walls. The only exit, half on each side of the line, leads east.

Floor-to-ceiling drapes cover a portion of one wall.

You see a G WEEK spell box and Ocarina here.

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 4.]

Glockenspiel steps into the room, and his face turns the color of a ripe tomato. He lifts you into the air with one finger.

"You presumptuous worm! I'll destroy you! I'll tear you into so many pieces you'll need an army of accountants to count them all! I'll fry you with lightning bolts until your own ashes beg for mercy! I'll..." A slow grin spreads over his horrific face.

"No, wait! I have an even better idea! Death is too quick, too easy! Instead, a little chore..." He drags you outside.

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Glockenspiel points at the square miles of trash. "Clean it up. Clean it ALL up." He grins, evilly.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

GWEEK (shrink inanimate objects)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)
BUNDEROT (decomposition)"

>gweek garbage

A chilly shiver runs down your body, breaking your intense concentration and causing you to miscast the spell; you conjure a white dove, which flies away. Perhaps if you weren't stark naked...

>wear cloak

You put on the cloak.

>gweek garbage

The garbage dump shrinks considerably. It's still immense, but at least now you can now see the edge of it. Glock gives a puzzled grunt and twirls a strand of greasy hair.

>clean garbage

You cart off a massive load of trash. You now know how an ant on the beach carrying a grain of sand must feel.

>gweek garbage

The garbage shrinks no further; GWEEK is known to rapidly achieve diminishing results [hyuk, hyuk].

You're really really tired now.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

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KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)

BUNDEROT (decomposition)"

>bunderot garbage

A forest of fungus sweeps across the garbage dump. Then the fungus itself crumbles away to nothing, leaving a wide, level expanse of dirt stretching to the horizon. Plus a spell box, which must have lain buried under the garbage for ages.

Glock's eyes widen! "By all the moles on my face! The mortal did it!"

[Your score has just gone up by 75.]

>get box

You take the GOBERDUNA spell box.

Other gods begin pouring out of the condo. "What's going on?"

"Look!" "The dump is cleared!"

Glockenspiel rubs his hands with glee. "At last! A spot for my School of Plastic Surgery!"

"The hell it is!" retorts Abalone, goddess of fitness. "This is where my tennis courts will go!"

"You're both outta your fuckin' minds!" roars Isobar, god of synthetic fibres. "This is the future sight of my new Leisure Suit Emporium!"

"Oh yeah?" says Glock, thumping Isobar in the chest. "You and what ten other gods are gonna stop me?" Various other gods are rolling up their sleeves, and you can feel thunderbolts forming in the sky. This might be a good time to make yourself scarce.

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 25.]

"Oh, yeah, you miserable puke-faced excuse of a god, eat my lightning!" Bolts begins criss-crossing the area. Fortunately for the gods, they're pretty immune to this kind of thing.

Unfortunately for you, you're not.

THE END

You have achieved a score of 662 (out of 1000) in 1129 moves.
This gives you the rank of Level 5 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Big Empty Field of the Gods

You stand at the edge of a vast but measurable expanse of fertile loam. The only exit is into the condo, to the south.

You see Glockenspiel here.

>out

Condo of the Gods

You stand in the lobby of an opulent palace, divided into small apartments. Two such apartments lie to the east and west, and tall portals lead south and north. A ferocious lightning storm is brewing beyond the latter portal. The lobby is decorated with finely polished marble, and trimmed with rare metals from every corner of Peloria. An ornate chandelier presides above; beneath the chandelier is an inscribed pedestal of white marble.

A nasty thunderstorm begins outside, to the north.

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 25.]

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

GWEEK (shrink inanimate objects)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)

BUNDEROT (decomposition)

Your level 5 spells:

GOBERDUNA (tie or untie mighty knots)"

Hey! Who attached these ten-ton weights to your eyelids?

>status

You are playing in Naughty mode, and you are getting Verbose descriptions. You have achieved a score of 662 (out of 1000) in 1132 moves. This gives you the rank of Level 5 Sorcerer.

>e

Condo East

This is, based on the look of things, the condo of Bagatelle, goddess of peace, and Baccarat, god of war. A line bisects the condo; on one side, all is open and airy, decorated in olive boughs. The table legs are made of ploughshares and pruning hooks. Doves flutter from perch to perch.

On the other side of the line, all is dark and oppressive. The bedposts are spears; the fabrics of the canopy are blood-red and fire orange. Other furnishings are carved from human bone. The only exit, flanking the dividing line, leads west.

>sleep

You slide to the floor and fall asleep.

You are high atop the mast of a pirate ship. Far below, Lola Tigerbelly is being forced to walk the plank, into the mouth of the waiting Loch Pik Monster. Grabbing a rope, you swoop down and pluck Lola from the very edge of the plank...

You wake up rested, refreshed, and feeling a bit stiff.

Condo East

This is, based on the look of things, the condo of Bagatelle, goddess of peace, and Baccarat, god of war. A line bisects the condo; on one side, all is open and airy, decorated in olive boughs. The table legs are made of ploughshares and pruning hooks. Doves flutter from perch to perch.

On the other side of the line, all is dark and oppressive. The bedposts are spears; the fabrics of the canopy are blood-red and fire orange. Other furnishings are carved from human bone. The only exit, flanking the dividing line, leads west.

You see a talisman, a registration form, a notebook, a pack of cigarettes, a scribbled note, an ancient map, a big key, a spell book, a lead-plated sword, a magazine, a pomegranate, a gown, a bonnet and some high heel shoes here.

>get all

talisman: Taken.

registration form: Taken.

notebook: Taken.

pack of cigarettes: Taken.

scribbled note: Taken.

ancient map: Taken.

big key: Taken.

spell book: Taken.

lead-plated sword: Taken.

magazine: Taken.

pomegranate: Taken.

gown: Taken.

bonnet: Taken.

high heel shoes: Taken.

large piece of waybread: Taken.

skull: Bad idea -- unless you'd personally like to join Baccarat's collection of human skulls.

>x skull

It looks like the skull of a hapless mortal who wandered uninvited into the chambers of the god of death.

>look

Condo East

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On the other side of the line, all is dark and oppressive. The bedposts are spears; the fabrics of the canopy are blood-red and fire orange. Other furnishings are carved from human bone. The only exit, flanking the dividing line, leads west.

>w

Condo of the Gods

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>s

Garden of the Gods

A series of meandering canals wind amongst the flora of the lushest gardens imaginable. Canopies of willows cast dappled shadows across the waters. Paths of enamelled brick wind between immaculately manicured shrubs bursting with succulent blossoms of every shape and color. The paths cross the canals on delicate bridges of hand carved hardwoods inlaid with intricate tiles. A variety of fountains pierce the air with plumes of nectar and perfume. Birds swoop and soar between the waters and the willows, their persistently cheerful song uplifting the spirits of all who hear it.

To the south is a towering gateway. An impressive portal leads north. There's a small sign next to the portal.

>read sign

"BEWARE OF GOD [sic]"

>get all

butterfly: The butterfly casually flits away from your grasping fingers.

>s

Gateway of the Gods

You are at the shore of an island sparkling with majesty and wonder. The water laps at the feet of a wondrously tall gateway which leads inland to the north.

You see a surfboard here.

>get on surfboard

You're now on the surfboard.

>save

end?

Saving...

>set left dial to 13

The left dial is now set to 13.

>set right dial to pig

The right dial is now set to PIG.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

Last Stop

>z

Time passes...

The surfboard approaches land... The surfboard comes to a stop at the water's edge...

Lagoon, on the surfboard

This is a small semi-circular sound. A beach suitable for landing lies to the east.

The calm waters of the lagoon suddenly explode as a huge head launches up from the depths, followed by the long neck of what could only be the Lok Pik Monster! Baring hideous fangs of death, it guards the shoreline, bellowing as it blocks your way.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

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BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

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FRIMP (levitation)

GWEEK (shrink inanimate objects)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)

BUNDEROT (decomposition)

Your level 5 spells:

GOBERDUNA (tie or untie mighty knots)"

>goberduna monster

The serpent's long neck is instantly twisted into a horrible snarl! Choking angrily, it writhes about in the lagoon, but only manages to tangle itself up tighter. Still snarling at the snarl, it sinks under the water, which continues to churn for a long while. Finally, a calm silence settles over the lagoon.

[Your score has just gone up by 80.]

>e

[You get off the surfboard first.]

Loading... Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree leans over the moat; in happier surroundings, you can imagine children tying a hefty rope to its lowest branch and swinging into the water.

>via tree

[The word "via" is not in my vocabulary.]

>vai tree

The leaves of the tree grow fuller and greener.

>gub tree

The roots of the tree seem to wither before your eyes. Then, so slowly at first that you're not sure it's even happening, the tree begins to tip. Faster and faster it tips, until it falls against the far side of the moat with an earth-shaking impact, forming a crude but usable bridge across the moat!

>s

Base of Keep

You stand between a deadly moat and the towering sandstone walls of a castle keep. At the very top of the keep, a hundred feet above you, is a narrow window. Clinging tenaciously around the base of the keep are clumps of sickly ivy, climbing three

or four feet up the walls.

A plume of fire shoots past your shoulder and hits the castle wall, leaving it glowing with an unearthly color. You spin around to see an atomic dragon closing in.

A scream of distress spills from the tower window.

>kill dragon with sword

A strong blow, but a bit off the mark; you succeed only in nicking the dragon's impressive natural armor.

A scream of distress spills from the tower window.

The dragon bellows a challenge, and the mighty blast of glowing dragon breath washes past you as you dodge to the side.

>n

Far Side of Moat

A deep moat, its banks lined with razor-sharp rocks, forms a barrier to the south. An ancient tree has fallen across the moat

.

>read spell book

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GOBERDUNA (tie or untie mighty knots)"

>zem me

You are filled with a feeling of robustness.

You hear a distant scream.

>s

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A plume of fire shoots past your shoulder and hits the castle wall, leaving it glowing with an unearthly color. You spin around to see an atomic dragon closing in.

>kill dragon with sword

A mighty blow drives the sword deep into the dragon's bosom. Badly wounded, the dragon bellows mournfully, spreads its awesome wings, and soars away with the blade still embedded in its mighty chest.

>vai ivy

The ivy begins growing madly, its thickening vines climbing the tower until they surround the window far above.

>u

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

Lola Tigerbelly is lying here in an ocean of her own blood, brutally slaughtered by a ghastly-sharp pendulum, now stopped.

A long wooden lever is mounted on the wall.

You see a purse here.

>restore

Restoring...

Gateway of the Gods, on the surfboard

You are at the shore of an island sparkling with majesty and wonder. The water laps at the feet of a wondrously tall gateway which leads inland to the north.

>set left dial to 13

The left dial is now set to 13.

>set right dial to pig

The right dial is now set to PIG.

>push button

The surfboard takes off like a bat out of hell! Wee!

Fizzbottle Ocean, on the surfboard

The sea stretches to the horizon in all directions.

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

The surfboard continues to zip across the surface of the water.

>z

Time passes...

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[Your score has just gone up by 80.]

>e

[You get off the surfboard first.]

Loading... Far Side of Moat

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>gub tree

The roots of the tree seem to wither before your eyes. Then, so slowly at first that you're not sure it's even happening, the tree begins to tip. Faster and faster it tips, until it falls against the far side of the moat with an earth-shaking impact, forming a crude but usable bridge across the moat!

>zem me

You are filled with a feeling of robustness.

>s

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A scream of distress spills from the tower window.

>vai ivy

The ivy begins growing madly, its thickening vines climbing the tower until they surround the window far above.

A scream of distress spills from the tower window.

>u

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor, looking even more attractive than the damsel in the simulation. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A pendulum with a razor-sharp edge swings back and forth above the damsel, dropping lower and lower with each pass!

A long wooden lever is mounted on the wall.

You see a purse here.

You stare at the damsel's shapely body and shredded clothing, and your little friend begins bulging out of your cloak. Then the damsel looks up, and your eyes begin bulging out of your head -- it's your old, secret love, Lola Tigerbelly!!!

Lola shrieks, "Stop that damn pendulum!"

>pull lever

The pendulum stops moving. "Thanks! Now get these stupid chains off me!"

You suddenly feel less robust as the ZEM spell wears off.

>x chains

The chains hold Lola prisoner.

>x purse

The purse is closed.

Endgame

>open purse

You open the purse and discover a compact, a credit card, a tampon and a flamethrower.

>save

lola

Saving...

>remove chains

You unchain Lola. She points at the trap door. "He's down there with that machine! I hope you're not too late already!"

[Your score has just gone up by 33.]

>get flamethrower

You take the flamethrower from the purse.

>d

The trap door isn't open.

>open trap door

You open the trap door.

>d

Gateroom

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. All three gates are closed. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

Lola picks up her purse and follows you.

>x landscape

The painting, which looks like the work of a true master, depicts a fire blazing in the center of an oceanside meadow.

>get painting

You can't take the painting.

>x gate

[Which gate do you mean?]

>bronze

The bronze gate is closed.

>x bronze x

The X is a couple of feet across.

>look

Gateroom

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. All three gates are closed. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

You see Lola Tigerbelly here.

Lola Tigerbelly is holding a purse.

In the purse you see a compact, a credit card and a tampon.

>screw lola

"Ernie, don't be such a putz! He's got that machine, he's about to take over the world or something, and all you've got on your mind is hormones!"

>ask lola about machine

[You can't use the word "machine" in this game.]

>look

Gateroom

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. All three gates are closed. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

You see Lola Tigerbelly here.

Lola Tigerbelly is holding a purse.

In the purse you see a compact, a credit card and a tampon.

>push gold x

Nothing happens. The gold X is clearly no pushover.

>x gold x

The X is a couple of feet across.

>push bronze x

Nothing happens. The bronze X is clearly no pushover.

>step on bronze x

As you step on the bronze X the bronze gate opens!

>lola, step on gold x

As Lola Tigerbelly stands on the gold X the gold gate opens!

>x gate

[Which gate do you mean, the gold gate or the bronze gate?]

>look

Gateroom, on the bronze X

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. The silver gate is closed; the other

two gates are open. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

On the gold X you see Lola Tigerbelly.

Lola Tigerbelly is holding a purse.

In the purse you see a compact, a credit card and a tampon.

>frimp silver gate

Nothing happens.

>blubba

A whale appears, scrunched in this small space. He seems to be very uncomfortable. You seem to be very dead.

THE END

You have achieved a score of 775 (out of 1000) in 1176 moves.
This gives you the rank of Level 5 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Gateroom, on the bronze X

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. The silver gate is closed; the other two gates are open. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

On the gold X you see Lola Tigerbelly.

Lola Tigerbelly is holding a purse.

In the purse you see a compact, a credit card and a tampon.

>read spell book

"LeBosko Brand (tm) All-Purpose Spell Book

Your level 1 spells:

BIP (produce soft music)

VAI (healthy plants)

GUB (diseased plants)

ZEM (increase fighting ability)

Your level 2 spells:

SKONN (increase bust size)

FRIMP (levitation)

GWEEK (shrink inanimate objects)

Your level 3 spells:

DISPAR (remove magical protection)

KABBUL (restore lost souls)

BLUBBA (summon a whale)

Your level 4 spells:

MAJJELLO (show hidden information)

BUNDEROT (decomposition)

Your level 5 spells:

GOBERDUNA (tie or untie mighty knots)"

>skonn lola

Nothing happens.

>get painting

You can't take the painting.

>x compact

The compact is closed.

>get it

You take the compact from the purse.

>open it

You open the compact and look at yourself in the mirror. My, your face is a mess! You powder your nose, which helps a little, but unfortunately what you really need is some eyeliner and a bit of rouge, so you close the compact with a aggravated snap.

>put key on silver x

You put the big key on the silver X.

>get big key

You take the big key from the silver X.

>put big key under gold gate

[Please say that another way, or try something else.]

>read book

[Which book do you mean, the spell book, the notebook or the popular book?]

>read spell book

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BUNDEROT (decomposition)

Your level 5 spells:

GOBERDUNA (tie or untie mighty knots)"

>gweek silver x

Hm. Nothing happens. Odd. [And don't bother asking why -- it's all GWEEK to me!]

>majjello painting

No hidden information appears.

>kabbul

The spell hangs in the air for a moment, shimmering with unused power. Then it dissipates without effect.

>kabbul painting

A Customer Support nymph pops into view. "The KABBUL spell should be cast on the name of the person whose soul has been lost, not on the name of the object in which their soul now resides. For example, CAST KABBUL SPELL ON DEREK rather than CAST KABBUL ON THE CONSTRUCTION VEHICLE. This message has been provided by the technical support staff of Glitterbug and Sons Inc., makers of fine spells and other magic accessories since 1244." As quickly as it came, the nymph is gone.

>kabbul art

A man leaps from the canvas, which proceeds to shrivel to nothingness. "Hi, I'm Arthur -- my friends call me Art -- and I'm at your service!" Lola whirls around. "Hey, handsome, where'd you come from?"

[Your score has just gone up by 50.]

>x art

Art has very statuesque features.

>art, stand on silver x

As Art stands on the silver X the silver gate opens!

>w

[You get off the bronze X first.]

>Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

Lola and Art follow you, and the three gates close.

You see a large man hulking behind the machine, connecting the last of the five Great Attachments. This must be your nemesis, the one who sacked the University, stole the Sorcerer's Appliance, kidnapped Professor Tickingclock, murdered Professor

Peelerofsmallfigs, and defiled Lola! What kind of monster can this man be?

He steps out from behind the Appliance, and as your jaw drops to the vicinity of your toes he laughs his familiar Joey Rottenwood laugh and sneers his familiar Joey Rottenwood sneer. Lola notices your surprise. "Oops... I knew there was something I forgot to tell you."

>attack joey with talisman

You don't stand a chance. Joey has been beating the crap out of you since you were knee-high to a pufferslug. Hmmm. What an odd expression... pufferslugs don't even HAVE knees! By the time you finish pondering this enigma, any chance of overpowering Joey has passed.

Rottenwood sticks his thumbs in his ears and wiggles his fingers. "Nah, nah, too late, you nerdy little creep! The prophecy was wrong! Or, at least, that stupid old seer never counted on me marrying your mom and keeping an eye on you all these years! Har, har!"

>ask rottenwood about prophecy

[I'm not familiar with the word "prophecy."]

>talk to joey

"Blah, blah, blah..."

"Your wrinkled old pal over there has told me EVERYTHING about this machine!" Rottenwood hooks a thumb toward the shadows, and you see Professor Tickingclock dangling from manacles. "I'm sorry, Ernie!" cries the prof. "But he threatened to... to... to have his way with my wife! I... I just couldn't stand the thought of anyone else touching my lovely Hillary!" He starts sobbing uncontrollably, then coughing uncontrollably, then dozes off. "The old fool," growls Rottenwood.

>z

Time passes...

"Well, you're probably wondering what I'm up to, right? 30 years ago, I was expelled from Sorcerer U -- that's right, me! Joey Rottenwood! I've been planning my revenge all these years.

I dunno what power this device'll give me, but it's gotta be a real humdinger, the way everyone's always been so secretive about it! In a moment, as soon as I press this white button and this black button simultaneously, the power of the Sorcerer's Appliance will be mine, and I'll use that power to start a rival wizard-training college, and put SU out of business forever!" He pauses, arms outstretched, one hand poised dramatically over each of the two buttons.

>gweek joey

Joey barks, "Hey! None of that spellcasting crap!" Your concentration is, of course, shattered.

Joey, true to his word, presses the two buttons simultaneously, one with each hand. Your fear at the awesome powers Rottenwood will now control are tempered by your curiosity at finding out just exactly what The Sorcerer's Appliance DOES. Unfortunately, in one of life's little ironies, you don't live to find out; a bolt of sizzling power leaps from the Appliance, ricochets around the room, and ultimately reduces you to a dusty pile of fried sorcerer.

THE END

You have achieved a score of 825 (out of 1000) in 1196 moves. This gives you the rank of Level 5 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

You see Professor Tickingclock, Joey Rottenwood, Lola Tigerbelly and Art here.

Lola Tigerbelly is holding a purse.

In the purse you see a credit card and a tampon.

>give cigarette pack to joey

Joey takes the pack of cigarettes. "Thanks, runt... could come in handy..."

Joey moves to press the white button with one hand and black button with his left hand, when suddenly he realizes that he's holding the pack of cigarettes that you gave him. With a snarl of impatience, he hurls it to the ground.

Joey, true to his word, presses the two buttons simultaneously, one with each hand. Your fear at the awesome powers Rottenwood will now control are tempered by your curiosity at finding out just exactly what The Sorcerer's Appliance DOES. Unfortunately, in one of life's little ironies, you don't live to find out; a bolt of sizzling power leaps from the Appliance, ricochets around the room, and ultimately reduces you to a dusty pile of fried sorcerer.

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[Undone.]

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You see Professor Tickingclock, Joey Rottenwood, Lola Tigerbelly and Art here.

Lola Tigerbelly is holding a purse.

In the purse you see a credit card and a tampon.

Endgame Surprise

>give popular book to joey

"Thanks, I've been meaning to read it!"

[Your score has just gone up by 75.]

Joey moves to press the two buttons, and notices that one hand is busy holding a novel. He tries to put it down, but of course

it's much too good. He tries several times without success, and then curls up in a nook of the Appliance, engrossed in the novel's deathless prose.

As Rottenwood slides to the ground, he sits upon a large red pedal, and the Appliance begins instantly shrieking with an ear-piercing alarm. This rouses Professor Tickingclock. "Self-destruct mode! We're doomed! The Appliance will explode in exactly 15 minutes, taking us and this whole corner of the world with it... unless... what was I saying? Oh, yes... unless you override the self-destruct by dumping at least seven tons of whale poop onto the appliance!" As if on cue, a hidden compartment of the device slides open, and a spell box falls to the ground. You can read it from here: "EKSLAKSIA, a spell of unloading."

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 25.]

The Sorcerer's Appliance begins glowing with a pulsating red light. "Hurry!" urges the prof. "Only 10 more minutes!" Then, in an aside, he whispers, "For you folks playing at home, that means two turns!"

>blubba

With a great blast of air, which blows your spell book out of your hands, a huge sperm whale appears draped over the rafters above the Appliance, wearing a very surprised expression. Joey glances up from the book, wearing a very worried expression.

Clouds of steam begin hissing from the Appliance, rattling its panels. The shrieking alarm grows higher in pitch, as though reaching a crescendo. Otto implores, "Ernie, for heaven's sake, make haste! Only 5 more, uh, 5 more, um, uh, what were we discussing?"

>ekslaksia whale

You don't have a spell book!

The Appliance reaches a shaking, screaming, glowing, smoking

fever pitch. (This is surely the climax referred to in this location's name.) Finally, your head seems like it will burst from all the commotion, but the Appliance beats you to the trick, instantly obliterating you, everyone you know, a whole bunch of people you don't know, and most of the land in southeastern Peloria. To make matters worse, Joey will be commemorated for all time as the man responsible for Rottenwood Crater.

THE END

You have achieved a score of 925 (out of 1000) in 1199 moves. This gives you the rank of Level 5 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor, looking even more attractive than the damsel in the simulation. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A long wooden lever is mounted on the wall.

You see a purse and a pendulum here.

In the purse you see a compact, a credit card, a tampon and a flamethrower.

>kiss lola

"Ernie, don't be such a putz! He's got that machine, he's about to take over the world or something, and all you've got on your mind is hormones!"

>remove shackles

You unchain Lola. She points at the trap door. "He's down there with that machine! I hope you're not too late already!"

[Your score has just gone up by 33.]

>open trap door

You open the trap door.

>d

Gateroom

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. All three gates are closed. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

Lola picks up her purse and follows you.

>kabbul art

A man leaps from the canvas, which proceeds to shrivel to nothingness. "Hi, I'm Arthur -- my friends call me Art -- and I'm at your service!" Lola whirls around. "Hey, handsome, where'd you come from?"

[Your score has just gone up by 50.]

>art, stand on silver x

As Art stands on the silver X the silver gate opens!

>lola, stand on gold x

As Lola Tigerbelly stands on the gold X the gold gate opens!

>stand on bronze x

As you step on the bronze X the bronze gate opens!

>w

[You get off the bronze X first.]

>Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

Lola and Art follow you, and the three gates close.

You see a large man hulking behind the machine, connecting the last of the five Great Attachments. This must be your nemesis, the one who sacked the University, stole the Sorcerer's Appliance, kidnapped Professor Tickingclock, murdered Professor Peelerofsmallfigs, and defiled Lola! What kind of monster can this man be?

He steps out from behind the Appliance, and as your jaw drops to the vicinity of your toes he laughs his familiar Joey Rottenwood laugh and sneers his familiar Joey Rottenwood sneer. Lola notices your surprise. "Oops... I knew there was something I forgot to tell you."

>give popular book to joey

"Thanks, I've been meaning to read it!"

[Your score has just gone up by 75.]

Rottenwood sticks his thumbs in his ears and wiggles his fingers. "Nah, nah, too late, you nerdy little creep! The prophecy was wrong! Or, at least, that stupid old seer never counted on me marrying your mom and keeping an eye on you all these years! Har, har!"

>blubba

Joey barks, "Hey! None of that spellcasting crap!" Your concentration is, of course, shattered.

"Your wrinkled old pal over there has told me EVERYTHING about this machine!" Rottenwood hooks a thumb toward the shadows, and you see Professor Tickingclock dangling from manacles. "I'm sorry, Ernie!" cries the prof. "But he threatened to... to... to have his way with my wife! I... I just couldn't stand the thought of anyone else touching my lovely Hillary!" He starts sobbing uncontrollably, then coughing uncontrollably, then dozes off. "The old fool," growls Rottenwood.

>get spell book

You already have the spell book.

"Well, you're probably wondering what I'm up to, right? 30 years ago, I was expelled from Sorcerer U -- that's right, me! Joey Rottenwood! I've been planning my revenge all these years.

I dunno what power this device'll give me, but it's gotta be a real humdinger, the way everyone's always been so secretive about it! In a moment, as soon as I press this white button and this black button simultaneously, the power of the Sorcerer's Appliance will be mine, and I'll use that power to start a rival wizard-training college, and put SU out of business forever!" He pauses, arms outstretched, one hand poised dramatically over each of the two buttons.

>z

Time passes...

Joey moves to press the two buttons, and notices that one hand is busy holding a novel. He tries to put it down, but of course it's much too good. He tries several times without success, and then curls up in a nook of the Appliance, engrossed in the novel's deathless prose.

As Rottenwood slides to the ground, he sits upon a large red pedal, and the Appliance begins instantly shrieking with an ear-piercing alarm. This rouses Professor Tickingclock. "Self-destruct mode! We're doomed! The Appliance will explode in exactly 15 minutes, taking us and this whole corner of the world with it... unless... what was I saying? Oh, yes... unless you override the self-destruct by dumping at least seven tons of whale poop onto the appliance!" As if on cue, a hidden compartment of the device slides open, and a spell box falls to the ground. You can read it from here: "EKSLAKSIA, a spell of unloading."

>open box

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

[Your score has just gone up by 25.]

The Sorcerer's Appliance begins glowing with a pulsating red light. "Hurry!" urges the prof. "Only 10 more minutes!" Then, in an aside, he whispers, "For you folks playing at home, that means two turns!"

>blubba

With a great blast of air, which blows your spell book out of your hands, a huge sperm whale appears draped over the rafters above the Appliance, wearing a very surprised expression. Joey glances up from the book, wearing a very worried expression.

Clouds of steam begin hissing from the Appliance, rattling its panels. The shrieking alarm grows higher in pitch, as though reaching a crescendo. Otto implores, "Ernie, for heaven's sake, make haste! Only 5 more, uh, 5 more, um, uh, what were we discussing?"

>get book

[Which book do you mean, the spell book, the popular book or the notebook?]

>spell

You take the spell book.

The Appliance reaches a shaking, screaming, glowing, smoking fever pitch. (This is surely the climax referred to in this location's name.) Finally, your head seems like it will burst from all the commotion, but the Appliance beats you to the trick, instantly obliterating you, everyone you know, a whole bunch of people you don't know, and most of the land in southeastern Peloria. To make matters worse, Joey will be commemorated for all time as the man responsible for Rottenwood Crater.

THE END

You have achieved a score of 925 (out of 1000) in 1175 moves.
This gives you the rank of Level 5 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

Restoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor, looking even more attractive than the damsel in the simulation. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A long wooden lever is mounted on the wall.

You see a purse and a pendulum here.

In the purse you see a compact, a credit card, a tampon and a flamethrower.

>get flamethrower

You take the flamethrower from the purse. (Good thing it wasn't nailed down.)

>remove shackles

You unchain Lola. She points at the trap door. "He's down there with that machine! I hope you're not too late already!"

[Your score has just gone up by 33.]

>d

The trap door isn't open.

>open trap door

You open the trap door.

>d

Gateroom

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. All three gates are closed. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

Lola picks up her purse and follows you.

>kabbul art

A man leaps from the canvas, which proceeds to shrivel to nothingness. "Hi, I'm Arthur -- my friends call me Art -- and I'm at your service!" Lola whirls around. "Hey, handsome,

where'd you come from?"

[Your score has just gone up by 50.]

>burn spell book

[with the flamethrower]

A plume of flame strikes the book, releasing all the powers of the spells in an explosion the likes of which you haven't seen since Uncle Moe gave you that chemistry set for your ninth birthday. Once your skin stops tingling and your vision clears, you see that your trusty spell book, companion throughout the adventure of a lifetime, has been blasted to ashes. "Nice effect," comments Lola, before resuming cleaning her fingernails.

>art, stand on silver

[That doesn't make any sense to me.]

>art, stand on silver x

As Art stands on the silver X the silver gate opens!

>lola, stand on gold x

As Lola Tigerbelly stands on the gold X the gold gate opens!

>stand on bronze x

As you step on the bronze X the bronze gate opens!

>w

[You get off the bronze X first.]

>Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

Lola and Art follow you, and the three gates close.

You see a large man hulking behind the machine, connecting the last of the five Great Attachments. This must be your nemesis, the one who sacked the University, stole the Sorcerer's Appliance, kidnapped Professor Tickingclock, murdered Professor Peelerofsmallfigs, and defiled Lola! What kind of monster can

this man be?

He steps out from behind the Appliance, and as your jaw drops to the vicinity of your toes he laughs his familiar Joey Rottenwood laugh and sneers his familiar Joey Rottenwood sneer. Lola notices your surprise. "Oops... I knew there was something I forgot to tell you."

>save

joey

Saving...

>give popular book to joey

"Thanks, I've been meaning to read it!"

[Your score has just gone up by 75.]

Rottenwood sticks his thumbs in his ears and wiggles his fingers. "Nah, nah, too late, you nerdy little creep! The prophecy was wrong! Or, at least, that stupid old seer never counted on me marrying your mom and keeping an eye on you all these years! Har, har!"

>z

Time passes...

"Your wrinkled old pal over there has told me EVERYTHING about this machine!" Rottenwood hooks a thumb toward the shadows, and you see Professor Tickingclock dangling from manacles. "I'm sorry, Ernie!" cries the prof. "But he threatened to... to... to have his way with my wife! I... I just couldn't stand the thought of anyone else touching my lovely Hillary!" He starts sobbing uncontrollably, then coughing uncontrollably, then dozes off. "The old fool," growls Rottenwood.

>z

Time passes...

"Well, you're probably wondering what I'm up to, right? 30 years ago, I was expelled from Sorcerer U -- that's right, me! Joey Rottenwood! I've been planning my revenge all these years. I dunno what power this device'll give me, but it's gotta be a real humdinger, the way everyone's always been so secretive about it! In a moment, as soon as I press this white button and

this black button simultaneously, the power of the Sorcerer's Appliance will be mine, and I'll use that power to start a rival wizard-training college, and put SU out of business forever!" He pauses, arms outstretched, one hand poised dramatically over each of the two buttons.

>z

Time passes...

Joey moves to press the two buttons, and notices that one hand is busy holding a novel. He tries to put it down, but of course it's much too good. He tries several times without success, and then curls up in a nook of the Appliance, engrossed in the novel's deathless prose.

As Rottenwood slides to the ground, he sits upon a large red pedal, and the Appliance begins instantly shrieking with an ear-piercing alarm. This rouses Professor Tickingclock. "Self-destruct mode! We're doomed! The Appliance will explode in exactly 15 minutes, taking us and this whole corner of the world with it... unless... what was I saying? Oh, yes... unless you override the self-destruct by dumping at least seven tons of whale poop onto the appliance!" As if on cue, a hidden compartment of the device slides open, and a spell box falls to the ground. You can read it from here: "EKSLAKSIA, a spell of unloading."

>blubba

You don't have a spell book!

The Sorcerer's Appliance begins glowing with a pulsating red light. "Hurry!" urges the prof. "Only 10 more minutes!" Then, in an aside, he whispers, "For you folks playing at home, that means two turns!"

>restore

Restoring...

Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

You see Joey Rottenwood, Lola Tigerbelly and Art here.
Lola Tigerbelly is holding a purse.
In the purse you see a compact, a credit card and a tampon.

>restore
llolollolaRestoring...

Tower Prison

This lofty cell, in its drab draftiness, reminds you of your own bedchamber prison in Port Gekko. The only exit, besides the window, is a flimsy trap door in the floor. The trap door is closed.

A fetching damsel in distress is chained to the floor, looking even more attractive than the damsel in the simulation. Various rodents nip at her feet. Her gown is torn nearly to shreds, and she looks as if she's about to faint.

A long wooden lever is mounted on the wall.

You see a purse and a pendulum here.

In the purse you see a compact, a credit card, a tampon and a flamethrower.

>get flamethrower
You take the flamethrower from the purse.

>remove shackles
You unchain Lola. She points at the trap door. "He's down there with that machine! I hope you're not too late already!"
[Your score has just gone up by 33.]

>open trap door
You open the trap door.

>d Gateroom

This is a small, oppressive room of dark, stone walls. In the center of the low ceiling is an open trap door. To the west is a low doorway, inset with three gates, one behind the other: gold, silver, and bronze. All three gates are closed. Marked on the floor are a gold X, a silver X, and a bronze X.

Hanging on the wall is a skillfully painted landscape. It looks like it belongs in a museum more than in an old castle.

Lola picks up her purse and follows you.

>kabbul art

A man leaps from the canvas, which proceeds to shrivel to nothingness. "Hi, I'm Arthur -- my friends call me Art -- and I'm at your service!" Lola whirls around. "Hey, handsome, where'd you come from?"

[Your score has just gone up by 50.]

> art, stand on silver x

As Art stands on the silver X the silver gate opens!

>lola, stand on bronze x

As Lola Tigerbelly stands on the bronze X the bronze gate opens!

>stand on gold x

As you step on the gold X the gold gate opens!

>w

[You get off the gold X first.]

>Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

Lola and Art follow you, and the three gates close.

You see a large man hulking behind the machine, connecting the last of the five Great Attachments. This must be your nemesis, the one who sacked the University, stole the Sorcerer's Appliance, kidnapped Professor Tickingclock, murdered Professor Peelerofsmallfigs, and defiled Lola! What kind of monster can this man be?

He steps out from behind the Appliance, and as your jaw drops to the vicinity of your toes he laughs his familiar Joey Rottenwood laugh and sneers his familiar Joey Rottenwood sneer. Lola notices your surprise. "Oops... I knew there was something

I forgot to tell you."

>save

joey

Saving...

>blubba

Joey barks, "Hey! None of that spellcasting crap!" Your concentration is, of course, shattered.

Rottenwood sticks his thumbs in his ears and wiggles his fingers. "Nah, nah, too late, you nerdy little creep! The prophecy was wrong! Or, at least, that stupid old seer never counted on me marrying your mom and keeping an eye on you all these years! Har, har!"

>give popular book to joey

"Thanks, I've been meaning to read it!"

[Your score has just gone up by 75.]

"Your wrinkled old pal over there has told me EVERYTHING about this machine!" Rottenwood hooks a thumb toward the shadows, and you see Professor Tickingclock dangling from manacles. "I'm sorry, Ernie!" cries the prof. "But he threatened to... to... to have his way with my wife! I... I just couldn't stand the thought of anyone else touching my lovely Hillary!" He starts sobbing uncontrollably, then coughing uncontrollably, then dozes off. "The old fool," growls Rottenwood.

> z

Time passes...

"Well, you're probably wondering what I'm up to, right? 30 years ago, I was expelled from Sorcerer U -- that's right, me! Joey Rottenwood! I've been planning my revenge all these years. I dunno what power this device'll give me, but it's gotta be a real humdinger, the way everyone's always been so secretive about it! In a moment, as soon as I press this white button and this black button simultaneously, the power of the Sorcerer's Appliance will be mine, and I'll use that power to start a rival wizard-training college, and put SU out of business forever!" He pauses, arms outstretched, one hand poised

dramatically over each of the two buttons.

>z

Time passes...

Joey moves to press the two buttons, and notices that one hand is busy holding a novel. He tries to put it down, but of course it's much too good. He tries several times without success, and then curls up in a nook of the Appliance, engrossed in the novel's deathless prose.

As Rottenwood slides to the ground, he sits upon a large red pedal, and the Appliance begins instantly shrieking with an ear-piercing alarm. This rouses Professor Tickingclock. "Self-destruct mode! We're doomed! The Appliance will explode in exactly 15 minutes, taking us and this whole corner of the world with it... unless... what was I saying? Oh, yes... unless you override the self-destruct by dumping at least seven tons of whale poop onto the appliance!" As if on cue, a hidden compartment of the device slides open, and a spell box falls to the ground. You can read it from here: "EKSLAKSIA, a spell of unloading."

>blubba

With a great blast of air, which blows your spell book out of your hands, a huge sperm whale appears draped over the rafters above the Appliance, wearing a very surprised expression. Joey glances up from the book, wearing a very worried expression.

The Sorcerer's Appliance begins glowing with a pulsating red light. "Hurry!" urges the prof. "Only 10 more minutes!" Then, in an aside, he whispers, "For you folks playing at home, that means two turns!"

>burn book

[Which book do you mean, the spell book, the popular book or the notebook?]

>spell

[with the flamethrower]

A plume of flame strikes the book, releasing all the powers of the spells in an explosion the likes of which you haven't seen

since Uncle Moe gave you that chemistry set for your ninth birthday. Once your skin stops tingling and your vision clears, you see that your trusty spell book, companion throughout the adventure of a lifetime, has been blasted to ashes. "Nice effect," comments Lola, before resuming cleaning her fingernails.

Clouds of steam begin hissing from the Appliance, rattling its panels. The shrieking alarm grows higher in pitch, as though reaching a crescendo. Otto implores, "Ernie, for heaven's sake, make haste! Only 5 more, uh, 5 more, um, uh, what were we discussing?"

>ekslaksia

You don't have a spell book!

The Appliance reaches a shaking, screaming, glowing, smoking fever pitch. (This is surely the climax referred to in this location's name.) Finally, your head seems like it will burst from all the commotion, but the Appliance beats you to the trick, instantly obliterating you, everyone you know, a whole bunch of people you don't know, and most of the land in southeastern Peloria. To make matters worse, Joey will be commemorated for all time as the man responsible for Rottenwood Crater.

THE END

You have achieved a score of 900 (out of 1000) in 1175 moves.
This gives you the rank of Level 5 Sorcerer.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>

[Undone.]

Stunning Climax

This cavernous chamber is the very heart of Fort Blackwand. In its very center rests The Sorcerer's Appliance! The distant walls of the room are shrouded in darkness.

You see a whale, an EKSLAKSIA spell box, Professor Tickingclock, Joey Rottenwood, Lola Tigerbelly and Art here.

Joey Rottenwood is holding a popular book.

Lola Tigerbelly is holding a purse.

In the purse you see a compact, a credit card and a tampon.

>open box

The power of the spell fills the room like a fog, and you feel your bowels emptying. Darn. You just had this cloak dry-cleaned. Based on the odor that now fills the room, many other people are experiencing the same effect. Then, with a sound like a dam bursting, the sphincters of the whale open wide. Rottenwood looks up in horror as he and the Appliance are buried under an avalanche of whale dung! The Appliance shudders a few more times, and then falls silent.

[Your score has just gone up by 100.]

The light brightens, and you see that many people are chained around the perimeter of the room. Lola begins releasing them; you see students and professors you know, and there's Gretchen! And Hillary! From a far corner of the hall you hear, "My debutante lobs a grenade at the muggers..." Then you spot your Mom! "I knew that talisman would protect you," she sobs. You run over to give her a hug, and trip over yet another trap door, which you open to reveal a dank subterranean cell. You peer down into the darkness, and see a face which triggers a distant childhood memory. "D... d... dad?"

"Ernie! My son! You've grown so big!" He clambers out and embraces you; you come barely up to his shoulder. "Well, at least you're a lot bigger than the last time I saw you!"

"But Dad, I thought you... that you were..."

"Dead? No, Rottenwood kidnapped me and told everyone I was dead so he could marry Pam and keep an eye on the person who the soothsayer said could stop his mad scheme -- you! But don't worry, that scum will get his just desserts now."

Even as he speaks, two guards approach Joey and handcuff him, grabbing the popular book from him in the process. They glance at the book, and then read another page, and then sink to the floor, engrossed, as Rottenwood sneaks quietly away, unseen by everyone except the author and the home viewing audience.

As your joyous family reunion continues, Professor Tickingclock casts a complicated spell of transportation, and suddenly everyone is standing in Batguano Court!

Several Programming Nymphs can be seen carting the Sorcerer's Appliance through a portal labelled, "To the Sequel."

A committee of professors approach you with a formal reprimand. "Freshmen have no business playing with Level 5 Spells!" says one. "Foolhardy!" adds another. "Dangerous!" "A flagrant violation of school policy!"

The university's Finance Officer hands you an overdue tuition bill for thirty-seven hundred gold pieces.

Oh, well... At least you have Lola! In your suavest voice, you ask, "Well, Lola, shall we head into Balmoral City and hit a few night spots?" She shrieks with joy. "Balmoral City? Shopping capital of the world?!! Boutiques, here I come! Oh, bye, Ernie, thanks for saving me, maybe we can go out some other time, like maybe in the sequel, oh boy oh boy where are my credit cards..."

As you sit dejectedly on the side of the fountain, Professor Tickingclock creaks over and claps you on the back. "Ernie, why the glum face? Congratulations! Best dump I've had in years! Oh, and the faculty has agreed that, in view of your heroism and resulting experience, you can immediately advance place out of Spellcasting 101!"

THE END

Ernie Eaglebeak will return in SPELLCASTING 201: THE SORCERER'S APPLIANCE. More babes! More brewskis! More bad jokes!

You have achieved a score of 1000 (out of 1000) in 1175 moves.
This gives you the rank of Sophomore.

Do you want to RESTART, RESTORE, UNDO or QUIT?

>