

Asylum (cpuguy)

[Asylum] desk (box), closet, clock, mat, ~~door~~, well, ceiling, floor.

i { brass key } x desk { drawer } open drawer (locked); brass key best open it
on closet { locked, operable i brass key } => wooden key, shelf. x shelf { globe }
open globe { hammer } take hammer. x wall { weak } x mat { old, dirty, nothing under it }
x clock (25 past 9) unlock drawer with wooden key. open it. { glass heart }
hit heart { contacts fall into drawer } look in drawer { black key } open box { locked }
(clock chimes 10; birds; officers enter & find you escape)

// restart. unlock closet with brass key. open closet. take wooden key and globe.
open globe. take hammer. unlock drawer with wooden key. open drawer. hit heart. take black key.
unlock box with black key. open box. take chisel - hit wall. N. (win!) in 14 turns.

[Asylum] desk (box), closet, clock, mat, wall, ceiling, floor

i { key } x desk -> drawer (locked) { brass key doesn't unlock drawer }
brass x box (locked + closed) { brass key doesn't unlock box either }

Asylum
(by cpuguy)

{ => taking box revealed it's wooden } TAKE ME (I can take the closet!)
open ~~the~~ closet. unlock closet with brass key (v) open closet { wooden key + shelf }
x shelf -> globe. x globe. look in globe. open globe { hammer }

unlock drawer with wooden key. open drawer { glass heart } take heart.
x clock (27 to 10) g. (26 to 10) ... x wall { need something sharp to damage the wall }

(at 10 o'clock, the clock chimes & officers bring in food & ruin plans to escape -> game ends)
Crist "Polite")