

[Starting Room] lockbox, do N, table, {?}

x table. x keys. take keys. unlock lockbox with keys. n

[Second Room] e/s, machine. x machine. x hatch. open hatch

unlock hatch with keys. open hatch. x boxkey. take boxkey. s.

[Starting Room] unlock lockbox with boxkey. open lockbox. x flashlight. take flashlight. N. E.

[Third Room] x button. push it (win) {xyzzzy → nit}

CONTINUED TEXT  
ADVENTURE GAME  
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