

[Apartment] look {bed, carpet, door S, table, food}
(door is actually N)
N → [Cloud 9] N/S x door.

N → [Garden of Eden] flowers, trees, fountain, gardener
pour bubbles into fountain. (gardener fixes it)
take watering can. x it. (apple shaped, some water in it)

S. ~~to~~ [Cloud 9] x buddy. ~~emptied~~ (potted plant)
water plant. (argel cheska way; what angel?)
I can't go any further. Buthly should be north, but garden is north, and debry is locked}

A Masochist's
Heaven
by Monk
Ad 4 (20 Oct 2002)

e → [In the Big Men's Office]
God, desk.
ash Gumbel hell. fuck god (win!)
(or shit) (or damn)

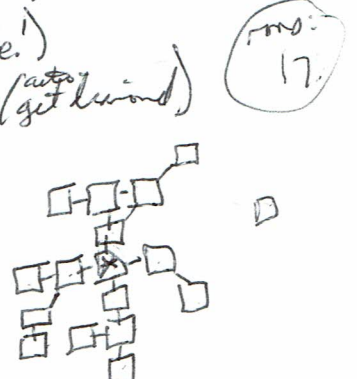
[Dark place] i { - }
n → [Prison cell] monkey, door, with newspaper coffee desk.
x desk (pistol, key) take pistol. take key.
shoot monkey with pistol. unlock door. (and win! 25 Oct 02)
I you can unlock door + win without killing the monkey. The desk must be examined
before the key + pistol are there }

A monkey
too many
by Echarin
Ad 3.9 (22 Oct 2002)

Princess wants head of ore, tit bone of goblin, and diamond exact size of golf ball
to prove your love, then enter the tower
[Outside the tower] E: forest, W: marsh, S: desert; N: plain; in: Inside the tower.
e → [Forest] trees, path to E. se → [Clearing] trio of standing stones, hole (doesn't want to talk to you)

The Princess
In The Tower
by devishw
Ad 4 (21 Oct 2002)

w of tower → [marsh] paths W + SW, trees, bushes, hedge
W → [Marsh (2)] monkeys { in form of demon's hand }
SW of 1st marsh → [Outside a cave] cave S s → [Cave] pit, Gumbel, bodies { Kill Gumbel (die) }
N of tower → [The Most Boring Location In The Game] paths N, NE. N → [A Very Tedious Location] dirt W, pits S, E.
W → [Text] fellow, table, fire. x fellow (Yahi, pipe) ash fellow alt ore ("I'll talk to you when Gumbel is dead + not until")
x table (throwing dagger) take dagger. e.e → [Another Boring Location] NE, W, SW.
NE → [Yet Another Boring Location] chasm, tree. x chasm (flowers below)
// e [Cave] throw dagger { Gumbel's dent; auto take int } take dagger // @ text { I'm still not talking to you! }
// S of tower → [Desert] N/S, dunes. s → [Deeper in the desert] W to oasis, S to another tower.
W → [Oasis] pool, alligator, tree, fruits. x pool (ore + dead float int). shake tree (auto get ore's head).
// S of Deeper → [Outside another tower] rope ladder. climb rope. "SOD OFF"? (g → de.)
x rope (r) // @ YABL climb rope. climb rope (auto get flower) // give flower to lord (get behind)
// @ Outside the tower in → [Inside the tower] (win!)



17.