

Break + enter to stop noise from neighbor's house. - E-3

NEIGHBOR FROM HALL by Rich Hojnicki

[Living Rm] garbage, cupit, TV, chair, bookcase, 5 toilet.

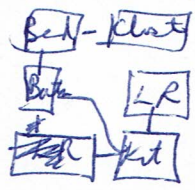
x bookcase (askings, yellow papers) search bookcase (medallion)

i. x cross. s [Kitchen] tbl, microwave, LR to W, bath W.

x tall (junk, gap) search table (another medallion: eagle) search microwave (wool medallion)

W [Bathroom] toilet, shower, sink, G to K, N to Bed.

N [Bedroom] safe. bed. S to bath, G to closet. search bed { i. "Star Medallion" } e [Closet] clothes on hangers, trapdoor (claw head)



(with 4 medallions) open safe (get skull key) x skull (not key)

// search trapdoor. (see a keyhole without skull)

search trapdoor -> [Basement] creature, endtable, markings. x endtable (win!) - need glo-stick to survive

girlfriend kidnaped! BY AN OGRE!

OGRE WIVES by Michael Bergman

[Kitchen] bed, stove, 2 piles of clothes, cabinets, peg board, coat. take coat. x clothes. take rat trap (+2) x bed. search it. x stove. open stove.

x cabinets. open cabinets (mostly cheese) (out the window)

out [Town Square] fountain, children, N to front, S to Old Man Puffer, NB to neighbor, SE to gf's home, NW to blacksmith, SW to store, E to your home, W to pub.

x fountain. x coins. take coins (\$3.25) tools

put junk on X

NE -> [Neighbor's Home] bed, cabinet, ~~stuffed~~ (food)

open cabinets. take poison (+2) { can't go; intruder }

SE from TS -> [Yr Gf's Home] dresser, bed, stove, shelves, armoire, rug, perfume

take perfume (can be opened) open dresser. x underwear. open armoire (dresser)

more rug (+1) x trap door. open it, d [DK] / [The Pub] tables, bar, piano, wrench, bartender, stack on W. talk to bartender (rat problem) ask werchabit rats (y/n) y: get key to stockroom.

(+2) unlock door w key. open door. W -> [The Stockroom] sack of peanuts, shelves of liquor, bed of hay, rat hole. take peanuts. drop trap. put cheese on trap. take all.

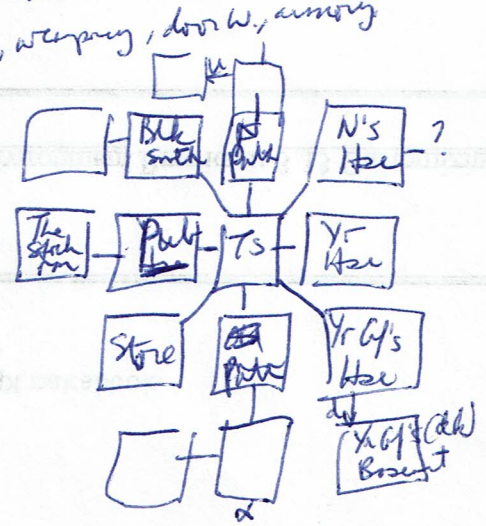
// NW -> [Blacksmith's Establishment] find, pairs of water, fingerprints, weapon, door W, armoire

open door. W [Behind the Blacksmith's Shop] box. x trash.

x bugle. take it. // SW -> [General Store] lamp.

bugle lamp (for \$3.25 (y/n) > Y (+2)

// Yr Gf's Basement] gun powder. take powder (+2).





Oh! 26 WGS  
Continued

(See Neighbors  
From Hell)

[Southern Path] weeds. several wecks (hose) take hose

S → [Old Man Fluffykin's House] Olden Town + S, house proper w/ fence, mat,  
rocking chair. knock on door (not loud enough) play bugle (not blow) (+3)

open door. w (+3) [Inside Fluffykin's House] books, diaphana, stove, H, sofas, bookcases,  
bed, Old Man Fluffykin. ask old man abt ogre (ogres hunt by smell. They hate water.  
He gives y a vial to smask yr smell). Their eyesight is weak; +2)

ask old man abt ogre: (also, they're dumb, but powerful. Never tangle with one.)

// can't go S to Othertown // n → [North Path] trees, tree. drop all. chub tree.

[In the tree] bird's nest. x nest (matches) take matches (+2)

n of [North Path] → [The Forest] bundle of sticks, toys, leaves., N/S

n → [The Deep Forest] child's doll. ogre's path w. (reached but on iters = 14)

w [The River] bridge w to cave (water quick) x bridge (looks like a gold jolt could destroy it.)

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