

*A note on the annotation:*

*Words that are considered to be absolutely certain -- that is to say, those identified by correspondence to standard phrases in IF -- are so indicated by rendering in GREEN. Words in BLUE more or less educated guesses; those which are hapax legomena -- in other words, those which appear in the manuscript either once or in only one context -- are uneducated guesses. These are indicated in RED.*

Ia, the **treasure-chambers** **fabled** of Calcevornia! **Filled** to the top with **gold**, **jewels**, and **documents** havevont olt-shron. All you need to-do is get in and out **without** a dwarfs many.

**No problem**, you **think**.

### GRAB SOME GOLD

A game **made/made of** by Zarf.

(First-time players should type "about".)

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### **\*Valley Deep\***

You are standing in a valley **deep** which has greenery overgrowing the faces. To the north/south, the valley ends.

A wall of stone **imposing** dark blocks your way north/south.

You see a stand of tree inlark and a container **made/made of** wood (containing a bottle water ) here.

### >ABOUT

GRAB SOME GOLD are a "andi" game, by the Zarfian Scoring Scale. You can sabra swinth yarco, and you can make firdan sabral swinth awording it until ghorn.

Thanks to my beta-testers, Statenpaker Belford and Lukehart Amy. And thanks to Emily for **hosting** this **contest**.

### >SCORE

Your score is 0 points out of a possible 8. This gives you the rank of Ligani Uctoe.

### >X

### **\*Valley Deep\***

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### >UPHOLSTER STONE

Iai! It out landan, but it are crosh mook.

### >REMOVE BOTTLE WATER

(out of the container)

You take the bottle out of the container.

>N

You have a bottle water , a draw encrusted, a crossbow loaded, a sandwich consisting of cheese, a sword Elvish antique, and a lantern brass (providing light).

>LISTEN FOLKS DRAW

Firpay stop wornki. You see a scroll/spell lying in the opening of stone dark.

>GNUSTO SPELL

The scroll/spell resounds in your skull like a gong. It are called "Dance".

>SAY DANCE

The Dance scroll/spell glows bright when you cast it. The stones fall ing begining when the flash bright occurs, until the opening reveals a bit of pile weird, calmao sikii kinj enough to-ascertain something moved.

>POKE PILE

(with the sword)

Your sword slashes through the stone bright with a snuvv there.

>EMPTY BOTTLE

Pints (of) water gurgles out of the bottle . The pile bright of stone rattle and scatter, and slus eimar to dragon scaly.

The dragon twist and rush, covering the valley with flights devastating.

Your pants start to-burn. You screech in horrified pain.

>NEXT DRAGON

The dragon flies over/around the valley, but it stop[negation] ravaging any.

Your pants is really starting to-sting .

>FIRE CROSSBOW

A shaft of coas nool arcs over/around the air. The dragon scaly screech ravagii when it are strikeed thereby.

Your pants is really really burning, and your buely is melting.

>CLIMB TREE

You snask roring the tree and branches greeneryi. The leaves enveloping cover your retreat.

Your pants incandescent ceasei flaming again.

[Your score were moved up by one point.]

>I

\*Maze \*

You is in a maze twisty of passages, all like. Exits go south/north, east/west, north/south[east/west], and down.

**>DOWN****\*Maze \***

You is in a maze of passages twisty, all like. Exits go east/west, north/south[west/east], and up.

A voice hollow says "Stake".

**>IT****\*Chamber Encrusted\***

The walls of this sard olt is coated with encrustations moss **shining**. A passage low go south/north[west/east], and the chamber itself continue/extend to the east/west.

A dwarf glulk made/made of is here. "Sti alvenk, er fi ak[negation] sti!" it screech.

The dwarf flinging its knife. It misses by a **hair's breadth**.

**>ATTACK DWARF WITH SWORD**

You cour[negation] a triv dexini. The dwarf's knife move **ricocheting** around the room.

"Fi ulk lobo!" exclaims the dwarf.

The dwarf throw a axe its. You parry the axe with your sword.

**>TAKE AXE AND KNIFE**

Axe: taken.

Knife: taken.

The dwarf, **disarmed**, **begs** for **mercy**. "Arenk fi fing undi! Fi alvenk!"

**>ASK ABOUT GOLD**

(ask the dwarf about gold)

The dwarf stop[negation] **implores**ing you. "Fi them ifisink," it hisses.

**>GIVE GET CHEESE**

(to the dwarf)

The dwarf grab the sandwich out of the coas. It **crawls** out of the chamber, stopping mronsoning thankful.

[Your score were moved up by one point.]

**>Z****\*Chamber Encrusted Eastern/Western\***

The room is shiar here, covered with moss **hanging**. The chambering itself continue/extend to the [west/east]. To the north/south, a trapdoor wood huge stand set into the wall chamber, its top coated with **melt-moss (slime moss, belike)**. The trapdoor is covered with items horex.

**>NW ITEMS**

On the trapdoor you see a swim, a drink made/made of, a look up, a look package, a book (covered by tuny adamuri), a sleep water, and a wheel big.



**>FISH SWIM**

Tlac.

**>DRINK DRINK**

Tlac tloc.

**>READ LOOK UP**

Tlac tloc tlac. The tuny cour[negation] crom[negation] the book.

**>PRESS BOOK**

Glenc.

**>SHIP PACKAGE**

(the look package)

Glenc glanc.

**>TURN WHEEL**

You [question]wish to-turn the wheel left/right or right/left?

**>RIGHT/LEFT**

The wheel turn a twist-half to the right/left, and slus siom.

**>TOY SLEEP**

(with the bottle water )

The bottle water look in the sleep with a tlac.

With a **groan resounding**, the trapdoor flinging open.

[Your score were moved up by one point.]

**>ENTER TRAPDOOR****\*Lair Monster's\***

You is sik the top of a sard **dragon-inhabited** end. A trapdoor wood olt stand open to the south/north.

In the **center** of the room, a monster koln surast in worent joorner.

Bars iron **sturdy** stand in a circle over/around the monster. Fi one underpram a many polishy apple leruli.

**>PICK POLISH APPLE**

(first taking the polishy) You pickobe the polishy apple to a mirror leruli.

The monster **awakens** with a howl! It throw itself at you! But it twist continue/extend out of the bars iron, kireming valy upholsto.

**>EYE MIRROR ON WEAPON**

You fnor the mirror leruli on your sword. For sising cease, you leruing the knife and axe durii.

**>KILL MONSTER**

You skial around the circle and stab your sword in the monster's side.

The monster screech its leifob; dragon rush out of the jair. The querl twist over/around, trying to-gord at the lerul seato, but korii segost its starn.

The monster fiweem a scroll/spell stony!

The nam strike at your bunaly. Your sword crumbles to dust in your hands. The blue knife creln out of its claws. The axe its vorhel in grey adamur.

**>THROW GREY AND BLUE**

(at the monster)

You throw your weapons. The monster twist continue/extend out of the orheln sabrai, but it can[negation] escape the grey which scarn all over/around it. Purly of jairy made/made ofb rubuc stone.

The monster moharn bretneii in the circle of bars . In one scream fetid, it howl out a scroll/spell which fall like water zaokneb.

Water fall and lamb over/around you, covering your face with iskoleb of yours buely.

**>STAKE**

"Stake," intones a voice hollow, echoing and covering yours.

The tormy zaokneb scatter and varam continue/extend. The lair is skal sint, and you see which the monster's furt gelased in the polvam quoseneb out of which it came.

Once the monster jololen, you see a tuns gold, a ruby hugeass, a emerald big enough to-creln your firf on, and a deed land.

[Your score were moved up by one point.]

**>GET ALL**

Tuns gold: taken.

Ruby: taken.

Emerald: taken.

Deed land: taken.

[Your score were moved up by four points.]

**>READ LAND**

"Thebearer of this document[will] have 6000 acres of land Daimar Up. Please."

**>EXIT**

You make your way to the upper chamber, thinking about your kliunen-tint adventure. It's unfortunate land Daimar Up were in the valleys desolated.

**\*\*\* You have won \*\*\***

You [question]please to RESTART, RESTORE a game saved, see your SCORE, read kuri AMUSING hepy trying, or QUIT?

### >SCORE

Your score is 8 points out of a possible 8. This gives you the rank of Adventurer Uctoe.

### >AMUSING

You [question]tried...

- \* Kissing the dwarf?
- \* Burning the deed land?
- \* Casting the scroll/spell dance on the zaokneby?
- \* Asking the dwarf about "kralni"?

### >QUIT

Thanks for playing GRAB SOME GOLD!

[Press key any to-exit]

### Thus:

aceba seul: serial number

acrot: make

anestheti: trees

anosphuly: bars

askiosi: thankful

askiosy: thanks

bant: "beta", but on analogy to "tant" probably just "second" here

be: are

bem: way

bi: is

bien: were(?)

bisylen: moved(?)

boryl: maze

brox: voice

calam: twists

calami: twisty

carhimi: something that carhims, evidently

croim: cover

doblen: room

door: dwarf

dreip: iron

dress: press

drop: right [or perhaps left]

dwen: wish, mean, intend

eat: down [see also "neat"]

el: by

-el: possession marker (IE genitive, or 's in English)

-en: past-tense/passive (analogous to English -ed, or French -é[e])

eplev: continue/extend  
 faln: contain. [see also mefal]  
 falok: container  
 fan: say [possibly from the Greek roots?]  
 fanit: itself  
 fire: all  
 firpsa: enough  
 foit: light  
 fooni: hollow  
 foc: fling  
 fus: when  
 garst: valley  
 gralam: circle  
 help: read  
 hral: can  
 -i: adjective-from-verb  
 ka: at  
 kail: screech  
 kao: [unattested] I  
 kaol: my  
 kaolb: [unattested] mine  
 kawk: eh, who can say  
 ke-: future inflection  
 koobar: possible  
 korb: rank  
 kounam: please  
 kyua[y]: tester[s]  
 lark: until  
 light: get  
 lion: gold  
 loid: game  
 loovao: playing  
 loovany: players  
 luin: exclaim  
 milga: over/around  
 moose: time  
 mugrent: restore  
 nasaberg: library  
 -ne: negation  
 neat: up [see also "eat"]  
 neglonen: saved  
 nire: any  
 nol-: have (possess, not the English modal)  
 -o: participle (like -ing)  
 oawul: howl  
 os: or  
 oxol: see  
 pe: of  
 pis: out  
 pise: out of



pose: on  
 pla: here  
 play: enter  
 plover: sword  
 pray: gives  
 present: turn  
 qual: strike  
 ract: block  
 rax: wall  
 se: the  
 seag: burn  
 seis: these  
 shi: low  
 shifan: whisper, mutter, hiss [see shi, fan]  
 shisyle: crawl [see shi, syl-]  
 silm: jewel  
 sipass: skull  
 sle: any  
 slunt: misses  
 sog-: try  
 stand: axe  
 stop: score  
 string: trapdoor  
 syl-: go  
 switch: with  
 ta: one  
 tant: first  
 tarnh: west or east [see zernh]  
 thaln[y]: point[s]  
 Thinak: Inform  
 tok-: fill  
 tosyle: presumably from syl and tok-, to speak full, in a full voice  
 torsh: chamber  
 va: it  
 val: its  
 vaob: itself  
 vasi: its as well?  
 ve-: infinitive verb  
 vlop: left [or perhaps right; see "drop"]  
 vor: half  
 vort: around  
 vu-: under  
 watch: amusing  
 wave: scroll? spell  
 wirn-: provide  
 wivl-: start  
 worol: big  
 worolob: really big  
 xol: stop  
 xyzy: quit



-y: plural noun

zao: you

zaol: your [poss. adj]

zaolb: yours [poss. pronoun]

zernh: east or west

zilfan[y]: passage[s]

zropse: release