

Spellcasting 101: Sorcerers Get All The Girls

Escape!

- There are actually ~~two~~ ^{three} ways to escape your room. **Don't forget your application!**
- First way: take the hay, open both windows, put the hay in the right window, and jump out the left window (into cow manure).
 - Second way: go to the privy, take the bowl of human waste, open the grate, and go down the hole.
 - Once in the alley, take the flat rock, take the rusty key. You can push Miss Minnie Beancounter, or drop a spider on her (from the privy). Probably other nasty possibilities. Anyway, take the key, unlock the shed door with the key, open the shed door, west, take overalls, wear overalls, east, east.
 - Don't delay. Don't worry about the love note to Lola, or anything but escaping.

Third way:
pour the waste
on the fire
& go up the
chimney.

Sorcerer University

- to enroll, enter the long line at Donkeydung Hall, wait, then answer the three questions from your application form. Time will pass...

There's lots going on at S.U. A new newspaper every day can be picked up in Batguano Court. Parties at the frat houses every night at 8pm. Sporting events in the stadium. And your classes in Meltingwolf Hall. And Prof. Tickingclock has invited you to dinner at his place 7:30pm Wednesday night. A lot of this is fun, but most of it isn't necessary to do to win the game. You have the BIP spell gratis.

- You don't have to read the newspapers. You'll notice that the quality gets worse each day. A old and respected mage dies. Most of this is foreshadowing the calamity to come.
- The sporting events are all for fun. The descriptions are hilarious, but you needn't go to a single one.
- You do need to go to the frat parties at least once. The first time you enter Tappa Kegga Bru, you'll be given the SKONN spell outright. Visit the I Phelta Thi party and meet Gretchen Snowbunny, the prez's daughter, and escort her back to your room. Put her down. Search her for an key, embossed with the University seal. This key opens President House, which has the FRIMP spell. You can drink ale at the parties, but you won't be able to do magic until the next day.
- You don't have to go to the classes, but you should at least once for the background info. An ancient map is given out in one class -- General Magic 101? It's the same one in the game package.
- You don't have to go to dinner at Prof Tickingclock's. But you'll hear more about the appliance here than anywhere else in the game. Hillary T'clock wants to bed you -- it's up to you if you make out with her or not.

Things that you can do before S.U. is trashed:

- take the popular book "Endgame Surprise" from the library.
- use the SKONN spell on the statue (it's a bust, isn't it?) in the library. Now you can climb the bust to get to the stacks and take the KABBUL spell.
- FRIMP the trap door in Meltingwolf Hall. When it quivers, lift it. Go down, and walk the maize maze so you spell "THIS WAY OUT". Go down the new hole to get the DISPAR spell.
- sit on the chair in the Simulation Lab, and practice casting spells.

Things you do after S.U. is trashed:

- use the Simulation Chair again, and keep the spells from the simulation (GUB, VAI, and ZEM)
- DISPAR the surfboard in Prof. T'clock's room. Take it.
- take the BLUBBA spell that falls out after the surfboard is taken.
- go to the Boat Dock, put the surfboard in the water, get on it, turn left dial to 6, turn right dial to TICK and push the button. You can't do anything for Prof. Peeleroffigs. You can't go to any mainland destinations except the University and Fort Blackwand.

The Island of Lost Soles

(at TICK-6, home of the Antenna of Putzberg)

Use the KABBUL spell here, one by one, to restore the lost souls of all 80 inhabitants. When you finish, you'll get a big key.

Meadow

- Blaise (blaze)
- Bernie (burnt knee)
- Ashby (ash bee)
- Charlotte (charred lot)
- Charlie (charred lee)

Riverside

- Rod (fishing pole)
- Barb (point of hook)
- Clifford (cliff ford)
- Sandford (sand ford)
- Bridgitte (bridge + it)
- Brooke (stream)

In The Forest

- Robin (bird)
- Dawn (sun)
- Wolfgang (carnivores)
- Ernest (urn nest)
- Woodrow (woodpiles)
- Leif (leaf)
- Gail (gale)

Attic

- Bo (bow)
- Tom (cat)
- Teddy (koala bear)
- Bunny (rabbit)
- Bill (duck)
- Kermit (cur mitt)
- Newt (salamander)

Living Room

- Adlai (ad lie)
- Nicholas (nickel less)
- Ty (tie)
- Kitty (poker pot)
- Pierre (stuffed moose)
- Adam (atom)

[in the safe:]

- Penny (cent)
- Buck (dollar coin)
- Jules (jewels)
- Will (legal stmt)

[on the will:]

- Wilton
- Wilma
- Wilhelm
- Wilbur
- Willie
- William

Kitchen

- Patty (meat circle)
- Sherry (nutty wine)
- Waldo (wall dough)
- Stu (stew)
- Ricky (lime drink)
- Frank (hot dog)
- Pat (butter)

E Cellar

- Gabby (gab E)
- Archie (arch E)
- Connie (con E)
- Lucy (loose E)
- Lacey (lace E)
- Goldie (gold E)
- Daisy (daze E)
- Hardy (hard E)
- Dusty (dust E)
- Betty (bet E)

British Aisles

- Gaylord (judge)
- Laurie (carriage)
- Lulu (loo loo)
- Lucille (loo seal)
- Bobby (policeman)
- Billy (club)

Sound Studio

- Carol
- Mike (microphone)
- Cy (sigh)
- Melody
- Winnie (whinny)
- Blair (blare)
- Noel (no L)
- Humphrey (hum free)

*Pierre
(pea heir)*

West of House

- *Carmen*
- *Jock*
- *Matt*
- *Belle*
- *Jim*
- *Peg*

- *Mickey*
- *Dolly*

The Island Where Time Runs Backward

(at PIG-4; home of the Nozzle of Blather)

As soon as you reach this island, you land, and **MUST** do your entire trip to the island in reverse order -- which more or less follows the plot of Goldilocks and the Three Bears. The **UNDO** command is very useful since a single slip wastes the universe. At the end of your trip, you'll have the **BUNDEROT** spell.

DROP WAYBREAD. SOUTH. SW. JUMP OUT WINDOW. WAIT. WAIT. GET IN SMALL MUDBATH. GET IN MEDIUM MUDBATH. GET IN LARGE MUDBATH. UP. EAT SMALL WAYBREAD. EAT MEDIUM WAYBREAD. EAT LARGE WAYBREAD. SCREW SMALL CONCUBINE. SCREW MEDIUM CONCUBINE. SCREW LARGE CONCUBINE. EAST. OPEN DOOR. READ SIGN. NW. EXAMINE PEDESTAL. NORTH. GIVE BUNDEROT BOX TO DIRECTOR. GET OFF THE SURFBOARD.

The Island of Horny Women

(at SLUG-8; home of the Ratchet of Weinersburg)

These amazons will literally sex you to death; don't dilly-dally! You've got to get the lead-plated sword, and the only way to escape is in drag.

- Go the VIP Suite as indicated by Ursula Unquenchablefire and screw her.
- Open the hope chest (sex again?) and take the high-heel shoes
- **FRIMP** the bed, and take the bonnet
- Go up the air vent to the SIP Suite, open the wardrobe and take the gown.
- Don't go north from SIP Suite -- you'll just be screwed again.
- Go up the air vent back to VIP, east to Parade Ground, and south to Shop. The shopkeeper should be the last you'll have to service.
- Take all; take off the cloak; wear gown, lipstick, shoes and bonnet.
- Walk back to boatyard in safety. The magazine and pomegranate are frills. You probably want to strip the drag and re-don the cloak before leaving the island.

The Restaurant at the End of the Ocean

(at BAT-14; home of the Eggbeater of Barfton)

If you went to the Ethics 101 lecture, you'll see the six stages of a restaurant from Grand Opening to Out of Business **very** quickly. If you're quick, you'll get a **MAJJELLO** spell for your trouble.

- Take the **MAJJELLO** box. A pygmy shark will swallow it.
- Enter the restaurant, and order shark from Maurice. You needn't wait for the menu.
- Don't even try to eat the shark when it arrives. Cast **BUNDEROT** on the shark, and take the box or open it **ASAP**.
- That's it. Note that the restaurant doesn't have take out. You must recover the spell box before you're thrown out.
- Cast **MAJJELLO** on the right dial of the surfboard (and the ancient map) to get the **BOA** marking.

The Island of the Gods

(at BOA-10; home of the Envelope Feeder of Flem)

You get two spells at this island: G WEEK (shrink inanimate objects) and GOBERDUNA (tie or untie mighty knots). Oh yeah, you also have sex with Ocarina, whose beauty surpasseth that of mortals. *(or solve a crossword puzzle together in Nice mode)*

- To get in the island, first unlock the island with the big key you got at the Island of Lost Soles.
- Ignore the Garden (of the Gods) and the Condo (of the Gods) and Condo East (of the Gods) and, for now, the Garbage Dump (of the Gods). The butterfly, chandeliers, plants, skull, etc. are just window dressing.
- Go to Condo West, and hide behind the drapes. Wait until Glock is gone.
- Come out from behind the drapes, and make love to Ock. As soon as she produces the G WEEK spell box, take it! Or open it! Glock appears the very next turn.
- To get rid of the garbage, first G WEEK the garbage, then BUNDEROT it.
- Take the revealed GOBERDUNA box and get outta there before the fireworks.

Fort Blackwand

(at PIG-13; home of -- Joey Rottenwood!?!?)

A wonderful finale is in store, with some surprises.

- defeat the Lok Pik Monster by casting your new GOBERDUNA spell on it.
- urk! It's the simulation scenario -- but for real this time! GUB TREE. ZEM ME. SOUTH. KILL DRAGON WITH SWORD. VAI IVY. UP. PULL LEVER. FREE LOLA. (Lola? What's she doing here?)
- Lola has a purse. Take it and open it and take the flamethrower. You may ignore the compact, credit card, and tampon.
- Open the trap door and go down to the Gateroom. KABBUL ART.
- Three gates. Three X's. And 3 people -- you, Lola, and Art. Get each person to stand on a different X to open all gates simultaneously. Then head west for the ...

STUNNING CLIMAX!

Yes, it's your stepdad up to no good. And he's got the appliance and all 5 attachments and he's gonna push both buttons simultaneously!

- give popular book to Joey. Remember, it's so good, you can't put it down. Neither can Joey to push both buttons. However, he does manage to activate the appliance -- and Prof T'clock says you've only got 15 minutes (3 turns) to stop it, by feeding it 7 tons of whale poop! (I'm not kidding!) And an EKSLAKSIA spell box appears from the appliance (spell of unloading).
- BLUBBA APPLIANCE. This summons the whale over the appliance, but unfortunately, your spell book goes flying every time you summon a whale.
- DESTROY SPELL BOOK WITH FLAMETHROWER. I hated to do it too, but there's no time to cast EKSLAKSIA normally, and if you don't get rid of the book, then the EKSLAKSIA spell will go into the book.
- OPEN EKSLAKSIA BOX. Everyone, including the whale, has a massive bowel movement. Tres gross, but it does save the world, give you the high score, and leads you to the epilogue and promise of a sequel.
- In the epilogue, you are reunited with your mom and real dad, honoured by Prof T'clock, billed by the school. And Lola (who isn't worth the effort) goes shopping.

Summary of Spells

First Level:

BIP	make soft music
VAI	healthy plants
GUB	diseased plants
ZEM	increase fighting prowess

Second Level:

SKONN	increase bust size
FRIMP	levitate
GWEEK	shrink inanimate objects

Third Level:

DISPAR	remove magical protection
KABBUL	restore lost soul
BLUBBA	summon whale

Fourth Level:

MAJELLO	reveal hidden information
BUNDEROT	decomposition

Fifth Level:

GOBERDUNA	tie or unite mighty knots
EKSLAKSIA	spell of unloading

Other Notes

The surfboard's gauge starts at 100 and goes down with each trip. Probably when it runs down to 0, you're out of fuel. Split up a long trip into 2 or more trips. There's no problem if you pick a mid-ocean spot to stop at. -- except for BAT-15, where you'll die before finding out whether or not a giant rodent is there to drink all the water that's pouring out.

I couldn't find any practical use for the BIP spell. The pause before the word "air" may be caused by the program's music subroutine, or indicate that something other than air is a conduit for the music.

You can't take anything in the cafeteria, let alone eat it. You can eat the pomegranate or any meal served at the restaurant, though there's no particular reason to.

You can BUNDEROT poor Prof. Peeleroffig's dead body, should you go back to S.U.

You can MAJELLO the ancient map to reveal the god's island at BOA-10.

Casting BLUBBA indoors is always fatal. You always drop your spell book when you cast BLUBBA. The cleaning nymphs won't clean up the Garbage Dump of the Gods.

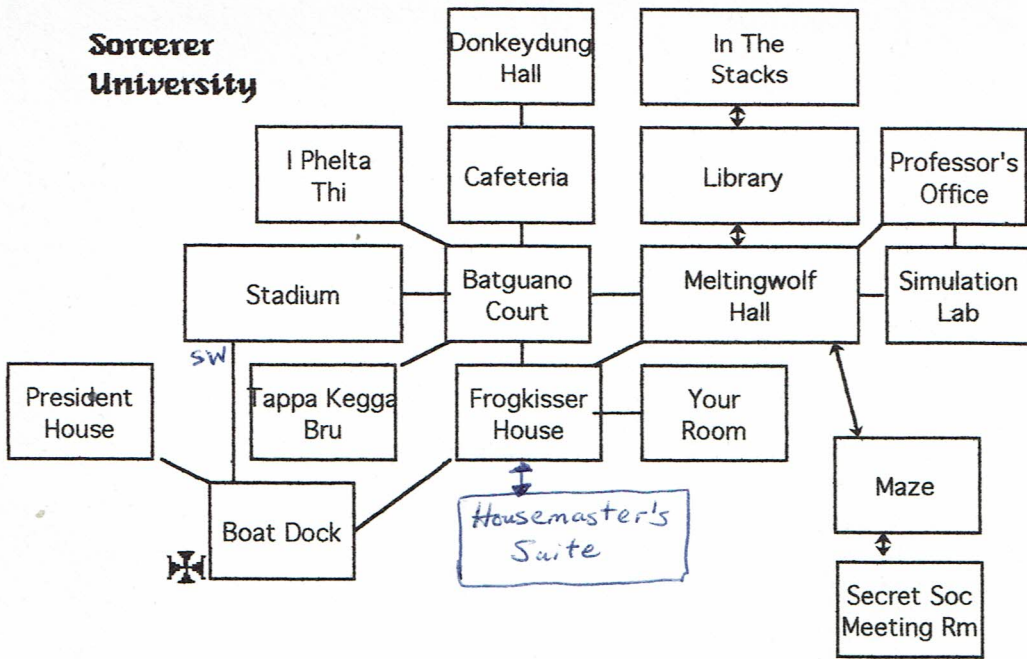
The Garbage Dump of the Gods becomes the Big Empty Field of the Gods once cleaned.

The talisman is still a mystery to me. My best guess is that it's a protection amulet of some sort -- I should try playing the game without it and see how far I get.

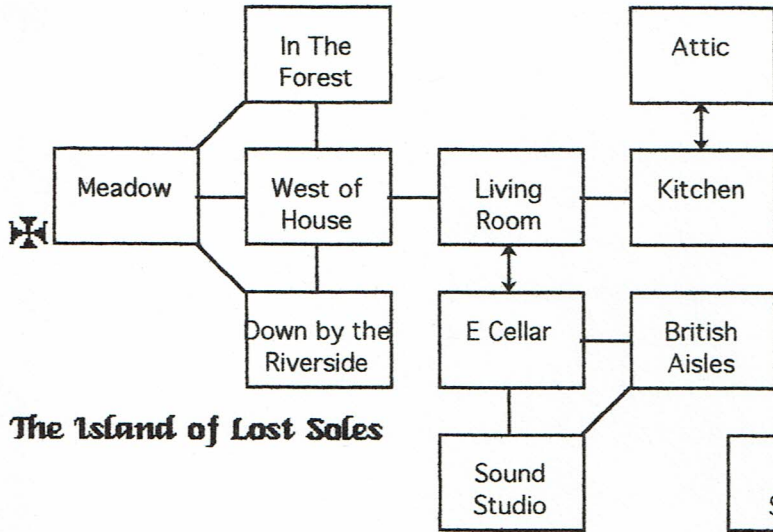
Those annoying messenger nymphs on the Island of Lost Soles are essential to getting any names you can't figure out. I doubt anyone would guess Pierre or Humphrey.

Did you see all these nymphs?: library, newspaper, fraternity, parser, messenger, encouragement, graduation, *customer support, restaurant, programming*

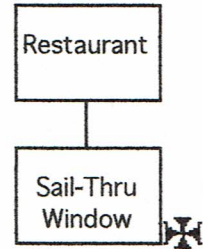
Sorcerer University



Z	T	X	Q	I
E	G	H	K	U
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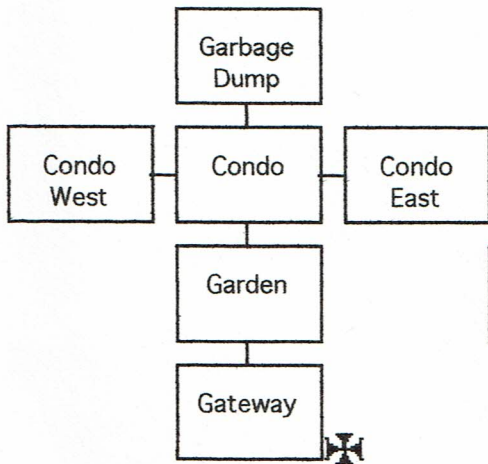
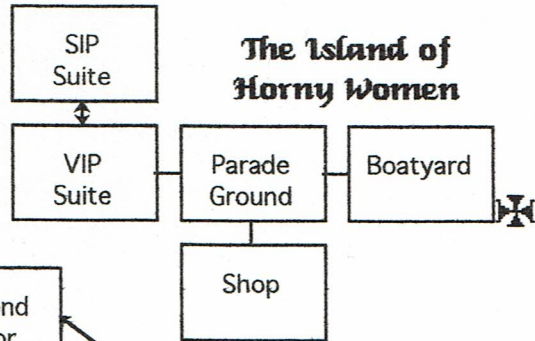


The Restaurant at the End of the Ocean

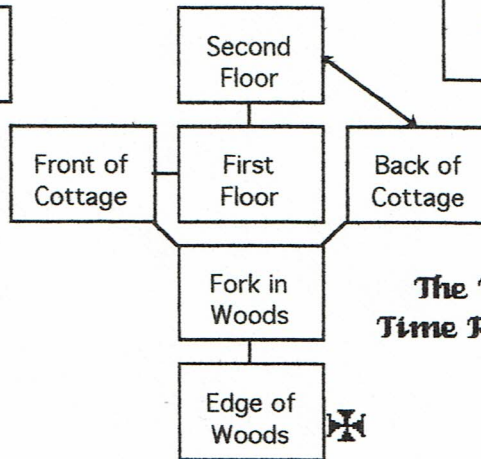


The Island of Lost Sales

The Island of Horny Women

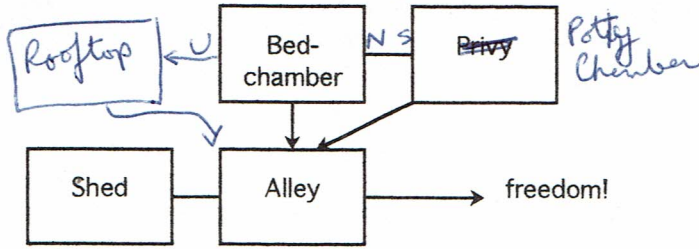


Island of the Gods

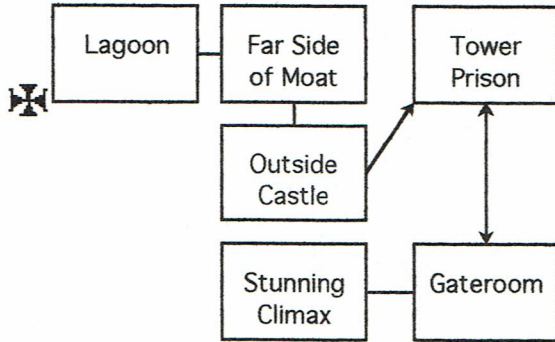


The Island Where Time Runs Backward

Port Gekko -- Escape!



Fort Blackwand



The game of "Malls 'n' Muggers" at Frogkisser House

"We summon an ambulance."

"The ambulance takes you to a large hospital in the center of the city. A number of injured shoppers are clustered about the admitting desk."

"How much for treatment?"

"For the Bodyguard, 150 gold pieces. The debutante cannot be treated here. The Physician recommends a Faith Healer at a nearby strip mall."

"We pool our gold pieces."

"You have 137 gold pieces between you."

"We'll abandon the Debutante -- Sorry, Charlie -- and leave the hospital."

"You're in an alley, flanked by a hospital and a toaster oven factory outlet. The alley opens onto a major thoroughfare. But, wait! An unexpected blackout hits the city! Six Looters immediately smash the windows of the factory outlet!"

"How are the Looters armed?"

"With wooden sticks and light metal chains."

"We attack the Looters in a general melee."

"Roll one four-sided die, flip two coins, and pick an orange card... You kill two Looters and wound a third!"

"We attack again!"

"Roll two twelve-sided die, pick one card from decks H and J, and pick one of these straws... You kill the wounded Looter, and wound the three other Looters! But, wait! Twelve more Looters appear, armed with napalm and surface to air missiles!"

"Run away! We run away!"

"You run away in a chaotic formation. A missile strikes your Housewife! She suffers no injury! A missile strikes you Investment Banker! He is blasted to smithereens! The remaining party members run into the safety of a large mall. You can leave the mall, or you may enter one of several shops: a footwear store, a chainsaw boutique, or a croissant emporium."

"We enter the croissant emporium."

"A glass case filled with croissants spans the emporium. The Proprietor says that chocolate croissants are 2 gold pieces, raspberry croissants are 3 gold pieces, and dragon's egg croissants are 100 gold pieces. The only exit is back into the mall."

"My Mall Rat buys a raspberry croissant."

"You pay 3 gold pieces. Do you want to check for a trap?"

"Yes."

"Your Health Inspector performs a scientific analysis, and discovers that the croissant has been laced with cyanide!"

"We leave the emporium."

"You're back in the mall."

"We leave the mall."

"You exit to the parking lot. It is late; there are few cars in the lot, and the lights are dim and flickering. Suddenly, a band of Car Thieves jumps out and blocks your path!"

"My Bodyguard wields his brass knuckles. My Thug wields his Saturday Night Special."

"The Car Thieves wield a semi-automatic submachine gun."

"We retreat!"

"The Car Thieves spray you with bullets! Roll two forty-sided dice and one seventeen-sided die... Your Bodyguard is hit in the shoulder and takes 1000 damage points! Your Debutante is hit in the head! Her brain is splattered all over the side of an expensive imported sports car!"

[go back to beginning, repeat ad nauseum]

Wednesday Noon in the Stadium

The exhibition match opens with the introduction of the participants from both sides...

"Appearing from the Balmoral Sorcerers Guild: Johnny Ticklyfeather, Gary Silentwoods, Mark Potofcoffee, Fred Pinchofgarlic, and Maurice Verywarmdayindecember." The sparse crowd applauds politely.

"For Sorcerer University: Professor Xavier Moldybreadcrust, Professor Waldo Wartytoad, senior Harvey Throbbingvein, senior Louis Treethatbloomsinautumn, and junior Edgar Biggreenhoppingfrog." The crowd cheers a bit more enthusiastically.

The first event is announced: the fifty-meter boulder toss. The contestants begin preparing their spells of strength and levitation.

The visiting team performs first, and all five Sorcerers exceed the fifty-meter target. Silentwoods shows particularly excellent form, and nearly topples a goalpost with his eighty-meter toss. "The Balmoral team scores 42 and a half points."

The home team now tosses its boulders. The first four land just past the fifty-meter mark, but Throbbingvein, tossing last, loses his concentration and imbeds the boulder into the turf just five meters forward. "Score 31 points for the SU team."

"The next contest in Divining!" The spectators murmur excitedly; Divining is always a strength of the SU team. "One hundred metal coins have been buried all around the field. Each team will select two contestants, who will have five minutes to locate as many coins as they can."

Pinchofgarlic and Ticklyfeather are chosen by Balmoral; Wartytoad and Biggreenhoppingfrog step forward for SU. The official blows a loud whistle, and the clock begins counting down the five minutes.

Soon, the field is covered with small holes, and two piles of coins are forming. It seems close at first, but then Wartytoad finds a large cache and SU pulls visibly ahead. Suddenly, Pinchofgarlic begins digging furiously in midfield. The fans stare at him with trepidation -- and then with gaiety, as he exposes a large metal sewer pipe! The whistle blows again, and the contest is over.

"SU finds 57 coins and Balmoral locates 32. Score 40 points for SU; 20 for the visitors."

The next round is Solo Duck Piling, a tough activity requiring mastery of spells of levitation, sedation, and wind control. Contestants will be judged on both height and form.

Moldybreadcrust and Verywarmdayindecember represent their respective sides. Two large coops are wheeled out onto the field, and the competition begins.

The Professor quickly achieves a standard twelve-duck column, although you detect a tiny amount of windsway. The Balmoral Guildsman opens more slowly, with a three-duck base holding a tower of only eight ducklengths.

Moldybreadcrust adds nine more ducks to reach a near-record height of 21 ducklengths. Without even stopping to wipe his brow, the Professor plows ahead, adding several five-duck fronds to achieve a classic palm tree affect. The spectators burst into applause.

Verywarmdayindecember glances at the duck-tree and, with a practiced wave of his hands, adds four duck structures to his tower to achieve a nearly perfect duck-version of a windmill. The fans clap with delight as the "blades" of the windmill begin to turn.

The judges hold up their cards for the Balmoral contestant: 9.8, 9.8, and 9.7. Next, they hold up card for the SU contestant: 9.7, 9.6, and 8.8. A smattering of boos can be heard from the stands at the low number for Moldybreadcrust.

The final event is announced: the Lightning Duel, the traditional close of all spellcasting contests. More fans have entered the stands in expectation of this event.

Summon Lightning spells are among the most difficult, and will require the combined efforts of all five team members to compete effectively. Two huddles form on the field, and then the Balmoral team breaks up to do some last minute limbering exercises.

Two targets are wheeled out onto the field: a green target for the visitors, and a brown target for the home team.

Based on a coin toss, Balmoral is up first. The Guildsmen assume their positions, and the complicated spellcasting routines begin. Black clouds roil across the sky, and your hair stands on end as fingers of energy course through the air.

Ticklyfeather hurls his arms skyward, and a blindingly bright bolt of lightning streaks groundward -- missing the green target completely! It sings the corner of the judges stand, sending the judges flying! A short time later: "Balmoral: 19 points." Ticklyfeather seems furious, and smashes his wand against the dugout steps.

The professors and students of SU take the field. They begin chanting, faces contorted with concentration. A fan nearby mumbles "We only need twelve points to take them..." Whirlwinds of paper and debris sweep the field as powerful winds howl through the stadium.

In unison, the five Sorcerers fling their arms skyward, and a jagged tine of lightning shoots down from the dark skies, striking the very center of the brown target. The crowd leaps to its feet, cheering wildly.

"Attention, attention. SU scores 50 points. The final score is 149.1 for SU and 110.8 for Balmoral." More applause, and then the stadium quickly empties.

3-Team Pokkaball -- Wednesday 7pm in Stadium

The non-league Pokkaball game begins with the Seaman University Sea Serpents in control of the largeball, the Beggar University Bandits in control of the smallball, and the Sorcerer University Weasels in upfield second seat.

The Sea Serpents try a double-run, but their half-flanker stumbles coming around the midfield post, and the Weasels take possession of the largeball! The crowd roars its approval!

A Wave begins to circle the stadium. The enthusiasm is infectious, and soon the entire arena is reverberating with cheers. On the field, an overhand gruntkick by the Bandits falls short of the goal.

A ground-rule faceoff pairs the Sorcerers against the Bandits. The smallball sails through the air, then seems to veer to the left and land in the Weasel's safe territory. A whistle screeches, and one of the refs hurls a red flag to the ground. "Magic Use Detected! 9 inch penalty!"

The Sea Serpents cash a timeout and adjourn to their locker room for a minute. They return wearing black padded uniforms and carrying a Class Two Power Hurler.

Play resumes, and Weasels scale all four of the endzone webpoles, but their attempt to construct the web is thwarted when the Bandits connect on a two-point goal drive.

Suddenly, the Serpents' split end breaks away and claims control of the smallball, the flatball, and the first court chain. The fans groan with displeasure.

A fist-fight breaks out between the Serpents' backlot hacker and the Weasels' ace-checker. As the refs separate the combatants and send them to the penalty kennel, the home team fans hurl abuse at the backlot hacker.

An orange flare signals intermission, and the Sorcerer University Trumpeteers march onto the field, playing a medley of ancient Barftonian ballads. Vendors move through the stands hawking overpriced junk food.

The second module begins with the Weasels numerically behind but at a positional advantage. The baton is in the hands of the Bandits, who announce a full-stage reversal.

The reversal commences, but the handlebar outrunner from Beggar U is hampered by his crutches, and is easily tackled by a Seaman minetipper.

The Serpents drive the flatball into the central safezone, but a whistle halts the play. Two green flags hit the turf as the referee announces a 13 point anti-penalty for Anticipatory Driving.

During the next serve, one of the Sorcerers steps over the hose, and gets a fifteen minute penalty. The Bandits, hoping to take advantage of the depleted ranks of the Weasels, performs a triple-fling with the longball, the teenyball, and the watermelon. One of the three reaches goal, for 17 partial points.

The Sea Serpents begin a seven-part crossfield maneuver, with the Bandits and Weasels joining forces to intercept. One of the Bandits inflicts a clear Premature Lens Reversal on the Serpents' torchman, and several whistles shriek as the ref flings down two gray and one mauve flag.

A serious penalty is assessed against the Beggar U team, as they lose possession of the watermelon and have their brooms revoked for the duration of the seventh period.

All eyes are on the megahuddle, so the attempted poletheft by the Weasels' forward rudderman, a third-year letterman named Bart Singingintherain, takes everyone by surprise, including several of the Bandit guards! The successful acquisition leaves the bleachers in a state of pandemonium, and advances the Weasels two Mode levels.

The good feelings of the crowd suddenly end as simultaneous arc lunges by the Bandits and Serpents leave the Weasel helmsman isolated from both the back and double-back punch bowls. A twelve-unit reduction is assessed, despite the usual token argument by the Weasels' head coach.

The fans, sensing a temporary truce between the Beggars and the Seamen, begin chanting for a Reverse Firebutton. Instead, the Sorcerers drive the flatball toward the Bandits' rightwing cow, scaring it into the neutral court.

Flustered, the captain of the Bandits loses his cool and orders both his moose and his kayak crew to assume diagonal positions. The referee's whistle sounds, and he hurls down a red flag, a khaki flag, and two lace doilies.

"Six-muffin penalty on Beggar U. Fifteen percent retreat, loss of all timeouts, and surrender of any lose-turn cards." It looks like the Bandits are no longer in a position to win the match, and all attention focuses on the remaining two teams. Another Wave begins, and the fans chant "Go, Weasels, Go!" and "Swallow the Seamen!"

The Weasels cash a timeout to request that all hoops be advanced to the rear platoon. With their underflank thus protected, the Weasels begin eroding the Serpents powerful centerline and dorsal fin.

The Seamen's defense cracks, and the Sorcerers pour through with three balls, a moose, and several bushels of flax. Several fans, sensing victory, cast fireball spells in the air high over the field, prompting a reprimand from the announcer.

After a final two-hump pass by the Serpent's leading camelmen falls short of the water trap, the Seamen's captain casts off his earpads and resigns. The stands rumble with stamping feet. Fans pour onto the field, tearing down the webposts, pulling up the turf, and tipping the cow.

The Weasels leave the field as the crowd chants "Pennant! Pennant!" Soon, things calm down, and the stadium slowly empties of people.